

INSIDE FUNHOUSES, p.10

GAMES

The
SWIMSUIT
ADDITION

The competitors
in the
Summerville
swim meet are
catching sun
rays.

Right now the
numbers on the
three rows of
sunbathers
total

49, 39, and 53.

Only two
sunbathers need
to move for the
three rows to
have equal
totals. Careful,
now. Who moves,
and how?

Answer, page 40



Q

Is it a video? Is it a game?
And why is it turning the
world of gaming upside down?

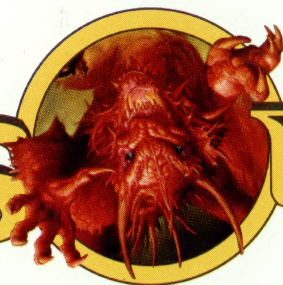


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Dragon Strike



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Dragon Strike™ the video ends,
Dragon Strike the game begins!

A

"We're looking for people to write children's books"

by Alvin Tresselt, *Dean of Faculty*

IF YOU WANT TO WRITE and see your work published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally right out of your own life. And while it's still a challenge, the odds of getting that first unforgettable check from a juvenile publisher are better than they are from just about any other kind of publisher I know.

Later on, you may get other checks from other publishers. But right now, the object is to begin, to break into print, to learn the feeling of writing and selling your work and seeing your name in type. After that, you can decide if you want your writing to take another direction.

But after 40 years of editing, publishing and teaching (and 53 books of my own), I can tell you this: You'll go a long way before you discover anything as rewarding as writing for children.

Your words will never sound as sweet as they do from the lips of a child reading your books and stories. And the joy of creating books and stories that truly reach young people is an experience you'll never have anywhere else.

The soaring children's market

But, that's not all. The financial rewards go far beyond most people's expectations because there's a surprisingly big market out there for writers who are trained to tap it. More than \$1.5 billion worth of children's books are purchased annually and more than 300 of the 500 publishers of books related to children welcome manuscripts from aspiring writers. And over 400 magazines rely on freelancers to fill their issues.

Yet two big questions bedevil nearly every would-be writer... "Am I really qualified?" and "How can I get started?"

"Am I really qualified?"

This is our definition of a "qualified person": it's someone with an aptitude for writing who can take constructive criticism, learn from it, and turn it into a professional performance. That's the only kind of person we're looking for at the Institute of Children's Literature®. The reasons are simple: Our reputation is built on success and if prospective students don't have the aptitude it takes, we probably can't help

Alvin Tresselt, Dean of Faculty, was Executive Editor of Parents' Magazine Press, the first editor of Humpty Dumpty's Magazine for children, and a board member of the Author's Guild. His 53 books for young readers have sold over two million copies.

"Writing for children is the perfect way to begin," says the author of 53 children's books. "Your ideas come right out of your own experience. And while it's still a challenge, it's the straightest possible line between you and publication—if you're qualified to seek the success this rewarding field offers."



An old mansion nestled deep in the woods of Connecticut is the home of the Institute of Children's Literature. It was founded in 1969.

them. And we tell them so; it's only fair.

To help us spot potential authors, we've developed a revealing test for writing aptitude. It's free, and we don't charge for our evaluation. But no one gets into the Institute without passing it. Those who pass and enroll receive our promise:

You will complete at least one manuscript ready to submit to a publisher by the time you finish the course.

One-on-one training with your own instructor

This is the way I work with my students, and my fellow instructors—all of whom are experienced writers or editors—work more or less the same way.

- When you're ready—at your own time and your own pace—you send your assignment to me.
- I read it and reread it to get everything out of it you've put into it.
- Then I edit your assignment just the way a publishing house editor would—if he had the time.
- I return it along with a detailed letter explaining my comments. I tell you what your strong points are, what your weaknesses are, and just what you can do to improve.

It's a matter of push and pull. You push and I pull and between us both, you learn how to write and how to market your writing.

The proof of the pudding

This method really works. I wouldn't spend five minutes at it if it didn't. The proof of the pudding is that some of our students break into print even before they finish the course.

Connie Wooldridge, Philipsburg, PA, who has sold two stories to *Highlights for Children* says, "As an at-home mother of four, I have so appreciated the way the

Institute is set up: it has provided me with the professional contact and guidance I needed to get a serious start as a writer without the hassles of babysitters, long drives, and hard deadlines."

"—finally...the support and direction I needed."

"The letter with the return of my first assignment was so kind and encouraging I started to cry," writes E.D. Mahr, Hinsdale, IL. "Here, finally, was the support and direction I needed."

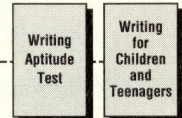
Ken Fleming, Staten Island, NY who reports a sale to *Cricket Magazine* says, "To know that more than 120,000 children will be reading my words gives me a feeling of great satisfaction. Thank you all for giving me so much for so little."

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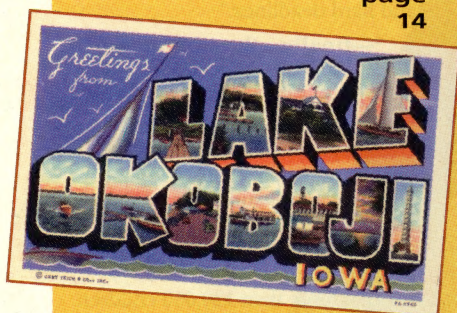
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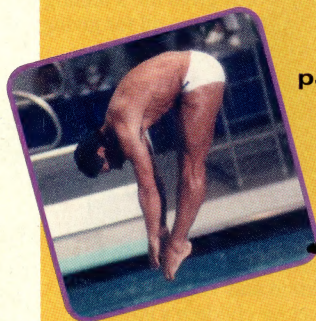
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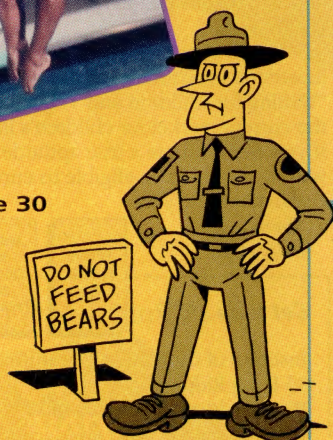
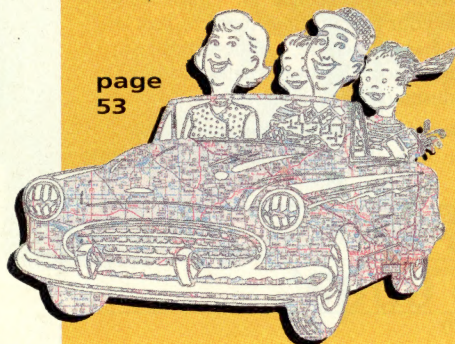
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DIFFICULTY RATING

★ Easy Hike ★★ Uphill Climb ★★★ Proceed at Your Own Risk ★★ Mixed Terrain

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EUROPE

point value

1 Travelers coming to Italy may enjoy eating the world's freshest linguine, capers or pesto which are types of (A) seafood dishes (B) vegetable dishes (C) dessert dishes (D) pasta dishes.

4 Travelers coming to Paris may visit the stunningly beautiful yet infamous square (which was once known as Place de la Guillotine) where Louis XVI, Marie Antoinette, and many others were beheaded.

6 Regensburg is an ancient German city which lies on the banks of the (A) Rhine (B) Elbe (C) Danube (D) Oder.

CARIBBEAN

point value

2 This vegetable, which resembles a very large banana but has a taste similar to potatoes, is a staple throughout the Caribbean.

4 The islands of Tortola and Anegada are part of the British Virgin Islands. True or False.

6 A visitor to the Bahamas at Christmas time can experience this lively, colorful African festival.

SOUTH AMERICA

point value

2 In South America large hotels are not only more convenient for currency exchange than banks, but provide more favorable rates of exchange as well. True or False.

4 In this country, exciting week-long cruises can be made on the waters of the Arica River which contains Bananal, the largest river island in the world.

6 This African-inspired light dance is a Brazilian martial art which turned into a dance and was set to music.

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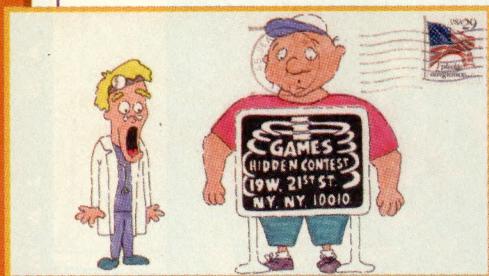
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LETTERS

ENVELOPE OF THE MONTH



Cheryl Berryhill
Seattle, WA

PEEK EXPERIENCE

I found your April issue thoroughly entertaining, as usual. However, "Voyeurville" (Pencilwise) really gave me a start. As my office at 22 West 21st Street is directly across the street from GAMES at 19 West 21st Street (and the illustrations in your puzzle look suspiciously like the buildings on this block!), I am wondering: What was your inspiration for this puzzle? Is it based on real life? Is gazing out the window with binoculars how you spend your time?

Greetings from across the street. I'm watching you now!

Deborah Wenger
Executive Enterprises Publications Co.
New York, NY

REFLECTS REACTION

I have a hint for people still having difficulty viewing stereograms ("Stereo Stumpers," December). Put a clear reflective surface (like a blank overhead transparency) over the picture and then focus on a point in your reflection—like your nose or eye. I've found this method to be faster and easier than the dot method.

Marilee Warner
Beavercreek, OH

PICTURE PERFECT

Whatever your arrangement is with the Tokyo magazine *Puzzler*, you must bring us more of their "Paint by Numbers" (Pencilwise, February)! I am absolutely hooked! Having both solved and, for fun, created one of these puzzles, I see that there is an incredible balance between making a puzzle that results in a pretty picture and making one that is solvable. Leave it to the Japanese to blend mathematics, logic, and art into a thing of beauty in a compact package.

Eric Deyerl
Los Angeles, CA

I enjoyed the Paint by Numbers very much, and I hope you print more of them soon ... which gives me this idea for GAMES's Hardest Contest Ever: How about a Paint by Numbers puzzle with hundreds of rows and columns where the finished picture is a stereogram?

Jerry Bailey
Madison, AL

Yikes! While we ponder that horror, you'll find new versions of both puzzle types this issue: Paint by Numbers on pages 26-27; and a stereogram contest on pages 48-49.—Ed.

GOOD JUDGE/BAD JUDGE

Exactly how stringent are you guys with the contests you run? The reason I ask is that in your Cartoon Rebus contest (Pencilwise, April) I mailed in an entry spelling the word "meringue" as "mer-ringue." Would this or something like it invalidate the entire entry, or would you be really nice guys like the judges in Final Jeopardy and not penalize for misspelling so long as the answer is close?

T.R. Crosby
Trenton, NJ

We'd probably rule it acceptable—everyone makes occasional errors in spelling.—Ed.

VACATION SPOT

Last year I toured Hoover Dam in Nevada. Posted all around were signs saying STOP! NO PETS ON DAM! Only an avid GAMES fan like myself would note that every word of this admonition makes a different word when read backward. Even more amazing, the entire sign makes a kind of ungrammatical sense when read in reverse. An angry cook reprimands children stomping on the cooking utensils: "MAD! NO STEP ON POTS!"

Lori Zlatkin
Newark, DE

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•**Band Aids** (music trivia quiz, Wild Cards, June). While it's mechanics who usually do the fixing, David Hughes of Elbridge, New York, says we need to fix our Mechanics. True, the group in #16

was called Mike + The Mechanics, but Mike was the bass guitarist. The lead singer was Paul Carrack. Similarly, for #24, Andrea Ladik Richard of Sherman Oaks, California, noted that the lead singer of Paul Revere and the Raiders was not Paul Revere, but Mark Lindsay.

•**Jeopardy! For Illiterates** (Pencilwise, June). Jim Loughrey of Wilkes-Barre, Pennsylvania, found a strategic error. For \$200, S.W.A.T. stands for "Special Weapons and Tactics," not "Strategic."

•**Ornery Crossword** (Pencilwise, June). Bill Huntington of Ottawa, Illinois, corrected our clue for 2-Down. Al-Anon is a program for the families and friends of addicts, not the addicts themselves.

•**Mixed Vegetables** (crossword, Pencilwise, June). Regarding 28-Down, John Filley of Englewood, Colorado, admonished us: "One week's KP duty for your failure to properly salute a commissioned officer. Lieutenants and above are commissioned. Below that rank are NCO's (noncommissioned officers)."

EUREKA

Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

•**Voyeurville** (visual puzzle, Pencilwise, April). Bill Mills of Altona, Illinois, sighted an alternate solution. We said that E was looking at 1 and C at 4. But if E is looking at 4 (with the mirror) and seeing a reflection of C, then the answer could instead be E-4 and C-1.

•**End Game** (Wild Cards, April). Jay Hook of Chicago, Illinois, added to our list of irregular plurals ending with eight different letters of the alphabet. We didn't exclude the letter S, so plurals like *theses* and *matrices* should count. Also, at least two plurals end with R: *lieder*, the plural of *lied*, a German art song; and *osar*, the plural of *os*, a gravelly ridge.

•**Flip a Card** (April cover). Jim Noakes of Austin, Texas, cited some more not-so-serious differences between the two views of the cover: Subscriber address labels appear only at the bottom; and when flipped, the magazine opens from left to right, not right to left!

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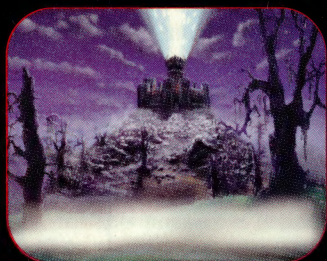
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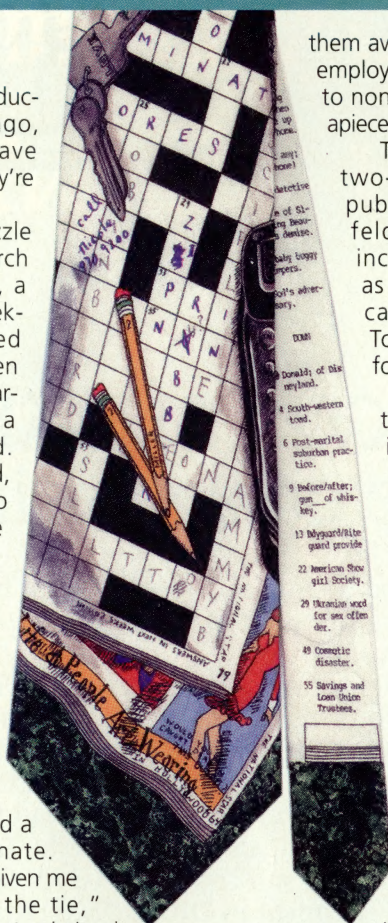
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GRID AND WEAR IT

Since their introduction 80 years ago, crosswords have worn well, but lately they're being worn as well.

The crossword puzzle tie made news last March when Abe Hirschfeld, a real-estate magnate seeking to buy the troubled *New York Post*, was seen around town always wearing a loud tie displaying a partial crossword grid. Only the colors changed, from black and white, to red and white, to purple and white. The numbered white squares were unfilled and unclued. Unfashionably, the grid had many two-letter words and unchecked (uncrossed) letters. Unfashionable, too, was the material: 100% shiny polyester.

Still, the ties proved a magnet for the magnate. "Nothing in my life has given me as much attention as the tie," Hirschfeld says. Though he's admittedly not a good solver, Hirschfeld bought thousands of the ties and began giving



them away to friends and *Post* employees. He also sold them to non-*Post* reporters for \$2 apiece.

The day before his two-week reign as *Post* publisher ended, Hirschfeld donated 10 ties, including a signed one, as prizes for the American Crossword Puzzle Tournament in Stamford, Connecticut.

Also seen at the tournament was fashion designer Nicole Miller's lively, multicolored, 100% silk tie (left), which features a partially completed grid overlaid with coffee mug, keys, pencils, and note to call Nicole. The narrow tail provides real clues for some of the entries.

Hirschfeld's tie isn't readily available, but Miller's sells in leading department stores for about \$65.

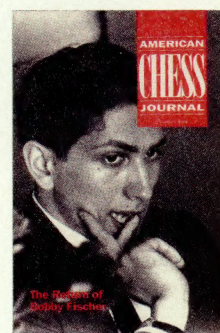
When wearing it, beware of people approaching with sharp pencils! —M.D.

CHECK IT OUT

New chess magazines don't appear every day, or even every decade. So when one comes along that, instead of adding to the glut of opening analysis, proposes to be, in the words of editor Christopher Chabris, "a collection of timeless contributions to the theory, history, and literature of the game," we sit up and take notice. And when it's as handsome and well-edited as the *American Chess Journal*, we stand up and cheer.

The *Journal* will be published three times a year. Its first issue featured Timothy Hanke's superb, satisfyingly long (38 pages!) consideration of the Bobby Fischer phenomenon in the context of his 1992 rematch with Boris Spassky, as well as a variety of technical and nontechnical articles, including book and movie reviews.

This worthy not-for-profit enterprise is funded through the American Chess Foundation. A subscription costs \$30 (\$36 in Canada); single copies are \$12 ppd. (\$14 in Canada). Write to *American Chess Journal*, Box 2967, Harvard Square Station, Cambridge, MA 02238. —Burt Hochberg



A SCREEN-PLAY TO DIE FOR

Last March, hundreds of screenwriters murdered hundreds of psychopathic film directors; scores of stars, agents, and producers were possible accomplices; and it all took place right at home.

What drove 2,100 otherwise nice people to spy, cheat, bribe, and even kill was *The Tinseltown Murders*, a roleplaying Mystery Party game held on Prodigy, the multipurpose computer network.

Tinseltown began with participants choosing to play one of eight main characters, each harboring a dark secret and a personal agenda. All those who had chosen the same role became teammates. Subplots included an assumed identity, a relative in an insane asylum, a teen star seeking his real parents, and a director altering a screenplay to avoid suspicion.

Each day for four weeks, players were apprised of their character's latest exploits and then sought the lowdown on others by inspecting locations, reading the fictional "Movie-

town News," and studying "Hy's Book," the public record of the day's events on and around the set of a film in production. Character/teams posted private electronic messages to one another to discuss and lobby for options, and to plan overall strategies. Then they voted on what action to take.

Once decisions were made (by majority rule), Hy Conrad, the eponymous Hy of "Hy's Book" and the game's creator, ingeniously wove all the decisions into the next episode. Turning out 6,000 words daily, even Conrad didn't know where the story would lead.

On the last day, each team was given three different questions to answer regarding the plot. The team with the highest percentage of voters for the right answers was the winner.

Prodigy runs four annual Mystery Parties, the next starting in September. A subscription to Prodigy costs \$14.95 a month and allows up to six family members to have their own IDs at no extra charge. Call (800) 776-0836 for more information. —Brad Friedman



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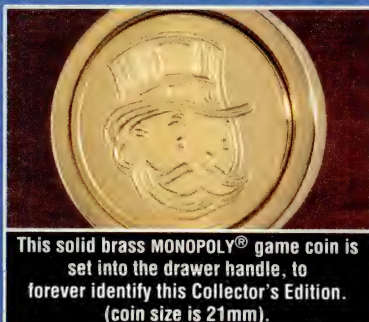
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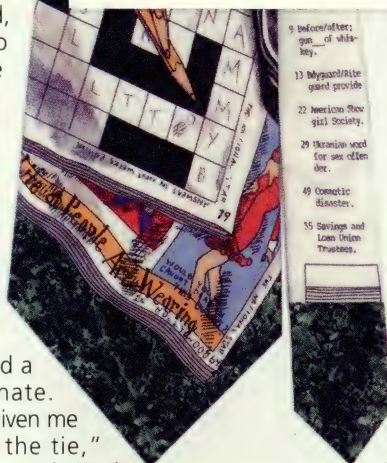
GRID AND WEAR IT

Since their introduction 80 years ago, crosswords have worn well, but lately they're being worn as well.

The crossword puzzle tie made news last March when Abe Hirschfeld, a real-estate magnate seeking to buy the troubled *New York Post*, was seen around town always wearing a loud tie displaying a partial crossword grid. Only the colors changed, from black and white, to red and white, to purple and white. The numbered white squares were unfilled and unclued. Unfashionably, the grid had many two-letter words and unchecked (uncrossed) letters. Unfashionable, too, was the material: 100% shiny polyester.

Still, the ties proved a magnet for the magnate. "Nothing in my life has given me as much attention as the tie," Hirschfeld says. Though he's admittedly not a good solver, Hirschfeld bought thousands of the ties and began giving

THE FRANKLIN MINT
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FRANKLIN CENTER PA 19092-2760



Miller's lively, multicolored, 100% silk tie (left), which features a partially completed grid overlaid with coffee mug, keys, pencils, and note to call Nicole. The narrow tail provides real clues for some of the entries.

Hirschfeld's tie isn't readily available, but Miller's sells in leading department stores for about \$65.

When wearing it, beware of people approaching with sharp pencils! ■ —M.D.

be published three times a year. Its first issue featured Timothy Hanke's superb, satisfyingly long (38 pages!) consideration of the Bobby Fischer phenomenon in the context of his 1992 rematch with Boris Spassky, as well as a variety of technical and nontechnical articles, including book and movie reviews.

This worthy not-for-profit enterprise is funded through the American Chess Foundation. A subscription costs \$30 (\$36 in Canada); single copies are \$12 ppd. (\$14 in Canada). Write to *American Chess Journal*, Box 2967, Harvard Square Station, Cambridge, MA 02238. ■ —Burt Hochberg



A SCREEN-PLAY TO DIE FOR

Last March, hundreds of screenwriters murdered hundreds of psychopathic film directors; scores of stars, agents, and producers were possible accomplices; and it all took place right at home.

What drove 2,100 otherwise nice people to spy, cheat, bribe, and even kill was *The Tinseltown Murders*, a roleplaying Mystery Party game held on Prodigy, the multipurpose computer network.

Tinseltown began with participants choosing to play one of eight main characters, each harboring a dark secret and a personal agenda. All those who had chosen the same role became teammates. Subplots included an assumed identity, a relative in an insane asylum, a teen star seeking his real parents, and a director altering a screenplay to avoid suspicion.

Each day for four weeks, players were apprised of their character's latest exploits and then sought the lowdown on others by inspecting locations, reading the fictional "Movie-

town News," and studying "Hy's Book," the public record of the day's events on and around the set of a film in production. Character/teams posted private electronic messages to one another to discuss and lobby for options, and to plan overall strategies. Then they voted on what action to take.

Once decisions were made (by majority rule), Hy Conrad, the eponymous Hy of "Hy's Book" and the game's creator, ingeniously wove all the decisions into the next episode. Turning out 6,000 words daily, even Conrad didn't know where the story would lead.

On the last day, each team was given three different questions to answer regarding the plot. The team with the highest percentage of voters for the right answers was the winner.

Prodigy runs four annual Mystery Parties, the next starting in September. A subscription to Prodigy costs \$14.95 a month and allows up to six family members to have their own IDs at no extra charge. Call (800) 776-0836 for more information. ■ —Brad Friedman



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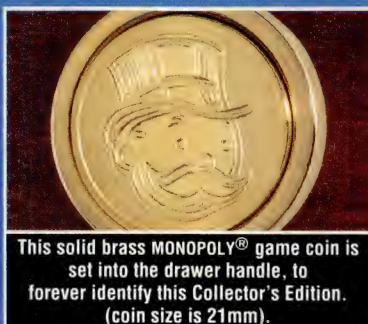
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A celebration of funhouses

yesterday and today

Barrage



The number one attraction at the 105-year-old Texas State Fair in Dallas is The Texas Star, a dazzling 44-gondola Ferris wheel that rises 212 feet above the midway and is billed as the tallest amusement ride in the Western Hemisphere. The second most popular attraction is the Hofbraus House, a much traveled,

1940s funhouse imported from Germany complete with peeling paint and old-time oompah music.

"I hate to tell you how many people we put through the funhouse," says owner Charlie Noland, manager of Amusements, Inc., leaning back in his chair in his fairgrounds office. "We've had as many as 2,400 an hour." Even allowing for a bit of showbiz exaggeration, it's clear that Hofbraus House remains a crowd pleaser.

But it's one of the last of a dying breed. Back when Coney Island's Steeplechase Park pulsed with excitement, and when Chicagoans flocked to their beloved Riverview, an amusement park without a funhouse was as likely as a midway without cotton candy. Funhouses, along with Ferris wheels, carousels, and roller coasters, were the very stuff of an amusement park. The handful of traditional funhouses that remain in America are like working museums that offer a trip back in time as well as a present-day thrill.

According to *The Outdoor Amusement Industry: From Earliest Times to the Present*, a book published in 1952, a funhouse is "an aggregation of mechanical, laughter-provoking devices arranged in a suitable enclosure, and cunningly constructed to surprise, jolt, skid, disconcert, or otherwise mildly abuse or amuse the unsuspecting visitors, who pay an admission to wander through the collection." Funhouses were filled with mystery and intrigue, containing dark passages where anything could happen, mazes full of imagined dangers, rooms where the walls threatened to cave in on you and the floors moved in unexpected ways so you couldn't even be sure of remaining on your feet. You proceeded, if you dared, at your own pace, at your own risk. You knew there was no real danger, but the constant surprises and the illusion of danger made the funhouse an exhilarating experience.

The best funhouses were mini-amusement parks unto themselves, two or more stories high and crammed with thrills and spills of every imaginable kind. Untold millions shrieked their way through Coney Island's famous Pavilion of Fun at Steeplechase Park. When Riverview's Bughouse burned down in the 1930s, Aladdin's Castle, which you entered through the beard adorning the huge turban-topped face painted on the facade, soon rose to take its place.

House of Nonsense. Hilarity Hall. The Flapdoodle.



els of fun

BY JOHN GROSSMANN

Boo. Whoops. The Crazy Village. The names varied, but inside the features were much the same—either “borrowed” from other houses and refashioned in the park’s machine shop, or ordered from vendors such as the Philadelphia Toboggan Company, widely known for its carousels and roller coasters. A few prices from its 1941 catalog suggest how the fun got into a funhouse. A blow-up floor bag (“a squishy funny feeling when walked upon in the dark”) cost \$75; falling barrels \$130; tilting boxes \$195; an air siren \$80; lily pads (“pads covered with rubber treading are pivoted and tilt in all directions when stepped upon”) \$10 each; grotesque heads \$60.

The big-ticket item, which sold for \$2,350, was a so-called magic carpet: “We suggest a large roomy building to allow the use of an interior stage and ample room for patron spectators,” instructs the catalog. “The Magic Carpet, Tilted Room, Stunts in dark passages, with liberal use of air, will make anyone laugh and say—‘It’s a swell show!’” It was the kind of “swell show” that today would bring tears of joy to any lawyer who specialized in personal injury work on a contingency-fee basis.

The typical funhouse of two-thirds of a century ago had another well-known feature, one that was then considered slightly naughty, but nowadays would be thought of as adolescent if you were tolerant, moronic if you were not. That “liberal use of air” mentioned in the catalog had nothing to do with cooling temperatures but referred to the common funhouse practice of releasing well-timed jets of air from holes in the floor. Those gusts had but a single purpose: to blow a woman’s skirt up above her waist for the amusement and/or titillation of the spectators, and if the victim was embarrassed, she was expected to be a good sport about it. This little example of funhouse “fun” disappeared when women started wearing slacks instead of dresses and when such juve-

When the amusement park funhouse was at its height a generation or two ago, people stretched their muscles, stressed their bones, tore their clothing, and gladly sacrificed some of their dignity as they tried to get safely from



entrance to exit. Without a rail to hold onto, the “cakewalk” (opposite, top left) would have been nearly impossible to get through. Skirt-lifting air holes (right) provided made-to-order opportunities for starlets to publicize their assets.



nile pranks began to be frowned upon even by juveniles.

"Yeah, there have been a lot of changes in our German funhouse," says Noland. Explaining the emptiness of the "back room," he pointed out that when the funhouse operated in Germany after World War II it was filled with bleachers. Beer was served to those who had made it that far, and all eyes watched for the next victims to enter the critical area containing the hidden air holes. The original air holes packed enough power to "lift an umbrella," says Noland. Like most industry old-timers, he requires little encouragement to tell of those legendary women who, whether paid by management or not, came to the fair unencumbered by underclothes.

Nowadays, the air holes in the floor of the Hofbraus House's S-maze are the size of nickels, and the blasts of air fired by the laconic operator seated nearby are merely a reminder of those bawdy days gone by, a custom, as Hamlet said, "more honor'd in the breach than the observance."

Other attractions and amusements have likewise been tamed. One of the most popular features of the Pavilion of Fun was the so-called human pool table, which, in pre-litigious America, sent bodies flying like billiard balls on the opening break. "You climbed stairs to the top of a cylinderlike stack," recalls Michael Onorato, who grew up at Steeplechase Park when his father was its manager. "You went down inside an enclosed slide and exited to a round table that turned, tossing you off onto tables spinning in the opposite direction. People kept bumping into you. It was impossible to stand up."

Also but a memory: the much loved human roulette wheel, which some parks called a sugar bowl. Generally made of the same rock-hard maple as most indoor slides, these giant wheels rose to a truncated cone in the middle, where a perpetual game of king-of-the-hill was contested among all comers. At some funhouses, kings who reigned too

long were encouraged to abdicate by receiving a jolt of electric current. The side wall was padded, but nothing else was.

Sometimes patrons would break a finger or a wrist in the heat of competition, but they accepted the risk. "If it's not a hazard, it's not fun," says Red Woods, another old hand at the Texas State Fair. Red grew up in the business and now owns a traveling carnival. The good funhouse, he says, was all about controlled hazards. It took you to the brink of danger. "We fell victim to the trial lawyers," he says sadly.

The demise of the funhouse was hastened by the May 1984 fire that killed eight teenagers at the Haunted Castle at New Jersey's Great Adventure park run by the Six Flags Corporation. Funhouses suddenly disappeared like ducks in a shooting gallery.

Among the most mourned was the 60-year-old funhouse at Arnold's Park in Arnold's Park, Iowa. This venerable attraction, which had fallen into disrepair,

shared walls with the Roof Garden, a ballroom where big bands headed by the likes of Glenn Miller and Lawrence Welk once packed in crowds approaching 3,000. After workers removed the old two-story, three-lane maple slide, the 30-foot-diameter sugar bowl, the moving floors, and the huge rotating barrel, the building was set ablaze. Recalls general manager Rich Serie: "In 30 seconds it was engulfed. In 30 minutes it was a memory."

Funhouses have their fans, but apparently no serious historians or preservationists. Unlike roller coaster aficionados or carousel lovers, funhouse fanciers remain unorganized by associations, unlinked by newsletter. But a brief ad in the *NAPHA News*, the publication of the National Amusement Park Historical Association, is all it takes to get them to write or call with fond memories.

Nobody seems to know how many traditional funhouses still exist at amusement parks. Scores of industry-wide calls have turned up but a handful (see "Where the Fun Is on the House" this page).

Amusement parks have essentially handed funhouses

Where the Fun Is on the House

The Barl of Fun (Bushkill Park, Easton, Pennsylvania): Recently refurbished and repainted with its original name and monkeys-in-palm-trees exterior art, this decades-old funhouse anchors a small family park. The inside walls come alive with a gallery of cartoon faces. Features include: rickety stairs, 10 funhouse mirrors, a classic spinning barrel, and one of the last working maple slides in America.



The Fun House (Whalom Park,

Lunenburg, Massachusetts):

Though outside you'll still find funhouse mirrors, inside the fun has shrunk considerably. The barrel still turns, but the turkey trot is nothing more than a tame uneven floor. And on the spinning disks you'll have to do your own spinning.

Goofy House (Seabreeze Park, Rochester, New York): The figure of Laughing Gurdy still noises off from a second story window, but much has changed over the years. The old wooden slide has been replaced by a smaller plastic version. Formerly dark sections are now lighted, the rotating barrel turns more slowly. There's a tilt room and funhouse mirrors.

Noah's Ark (Kennywood Park, Pittsburgh, Pennsylvania): Beginning in 1917, the Noah's Ark Corporation of California launched arks at amusement parks worldwide. Only three remain: Kennywood Park and two in England. Cited as a landmark, this classic funhouse opened in 1936, the year of Pittsburgh's great St. Patrick's Day flood. Renovated in 1969, with new features in its supporting Mt. Ararat, the entire attraction rocks side to side and includes rippling floors, a tilt room, a revolving barrel, and a jungle room with moving animals.

Also: **Club Fun, Wacky Shack, Alpine Village**, and other traveling funhouses at fairs and carnivals nationwide.

over to traveling carnivals and state and county fairs, where they remain a big draw. "Nowadays people want to be considered more sophisticated but they still want that thrill of the unknown," says Ben Chidress, whose company has sold nearly four dozen Castle-Mania funhouses, lately at \$67,900 apiece. The trouble with traveling funhouses is that highway regulations limit trailer width to 8½ feet. Even allowing for ingeniously devised telescopic trailers ("Pull a couple pins, they open up like greeting cards," says Ed Schmid, design engineer at a company called Funni-frite), portable funhouses necessarily present a much abbreviated experience—a snack, as it were, compared to the full-course banquet of the good old days.

Perhaps the best traveling funhouse is an Italian import currently operated by Californian Ron Henon, manufacturer of The Fun Factory and other traveling designs and known in the industry as the The Fun House King. Henon's 50-foot-long Club Fun, which cost a cool half-million dollars, hydraulically telescopes to a height of three stories and resembles a nightclub. It includes a 20-foot spiral slide, unseen from the midway, and an equally long rotating barrel illuminated by black light and mirrored beyond both ends. Admission is \$2; a walk through lasts perhaps five minutes.

Last fall, in addition to bumper cars, roller coasters, dark rides, and games of chance galore, the midway at the Texas State Fair was home to no fewer than 10 funhouses. Not much more than a barker's cry from the now firmly planted Hofbraus House, fairgoers thrilled to such attractions as The Video Fun House, The Flying Carpet, Crystal Caverns, and The Bavarian Slide.

Mention of the latter brought a smile to the face of Charlie Noland. Featuring an appropriate Alpine paint job, this funhouse is named for its two-story, 50-foot aluminum slide, but its central feature is an open-air inclined belt more than 30 feet long and con-

stantly in motion—a no-step escalator to the top of the slide. With a faraway look in his eyes, Noland says he operated a similar but more elaborate funhouse at the 1964 Michigan State Fair.

Are We Having Fun Yet?

A TRIP THROUGH A FUNHOUSE

The facade of the Hofbraus House depicts a painter working on a street scene in Munich. The entrance looks like the mouth of a cave leading into a brewery. The painter himself is seen leaning precariously to one side of his ladder, the better to view a pair of sunbathing women. Below him, a buxom *fräulein* peeks out of her hotel window. On the sidewalk below, another young woman is depicted, skirt skyward, after being bumped by a bicycle.

Just past the entrance, you notice with alarm that you're about to be buried under an avalanche of wooden barrels swaying ominously in your direction. Your feeling of insecurity is increased by the fact that the floor is lurching back and forth, making it difficult to keep your footing. But you soon see the trick: The barrels are joined together and to the wall, but loosely so that they lean and waver as if about to tumble.

Your relief is short-lived. Ahead of you lies a series of steps of different colors, half of which swing to the right while the alternate ones swing to the left. If there weren't a handrail to hang onto for dear life, you'd soon be helplessly thrashing about on the floor, perhaps nursing a sprained ankle or two.

Having safely negotiated the steps, you enter a room that, against the laws of physics, is rocking dizzily every which way. Your attention is drawn to the rear wall, where a large disk with a black-and-white pattern is spinning hypnotically. If you have a tendency to get seasick, you are not happy right about now.

A short ladder takes you up into a narrow, dark hall crazily illuminated by flashing lights of rapidly changing colors. Your disorientation is increased by the action underfoot. The first problem is the shufflefloor, sometimes known as a cakewalk: parallel floorboards about a foot wide that slide alternately in opposite directions, forward and back, like cross-country skis. Your first step, quite likely a surprise, yanks your ankle one way while the rest of you is going somewhere else. Your next step unbalances you even more. If you try to keep your balance by following the motion of the floorboards you'll never get anywhere. The only way to advance is to oppose their motion, so you lurch drunkenly forward (mostly) until, finally, both feet regain stationary floor and you can breathe again.

A moment later you're on the turkey trot, an undulating floor that lifts and drops you valley-to-peak, one leg going up while the other goes down, your stomach following tentatively along, as you move unsteadily toward the funhouse's big main room.

You enter high above the floor and find yourself in a huge hangarlike enclosure whose main feature is an S-shaped maze, at the far end of which is a set of stairs that will take you down to the final attraction. The maze, which fortunately includes handrails, features spinners in the floor that whirl you about, buzzers that when stepped on set off an ear-shattering air horn, and other more-or-less nasty surprises, all under the control of an operator who sits above it all on a raised platform so he can see where all his victims are.

You have a choice of exits. You can opt for the coward's way out through an uneventful walkway above which hangs a sign with a drawing of a certain barnyard animal and the words CHICKEN WALK BYPASS BARREL. Or you can try to quick-step through a huge rotating barrel lying on its side. Today's barrels rotate gently, and it's no big deal to get through by angling your steps against the spin. It's much more fun, though, to give yourself over to the centrifugal force and just tumble out. Exit laughing.

"The Cakewalk Rausch, it was called. It had a circular slide 42 feet high that was made out of wood. The ride was 100 feet long. We dressed the operators in lederhosen, even my two-year-old son. It cost 35 cents, but we raised the price the next year to 50 cents to keep the crowds away. People used to come with their lunch and sit in lawn chairs" to watch novices on the moving belt make the mistake of grabbing the convenient handrails for support and then compounding their mistake by holding on. The result was a graceless tumble to the moving belt that became even more comical when loose clothing was pulled apart and sometimes off. "Governor Romney lost a diamond cuff link on the Cakewalk Rausch," Noland says. "We never did find it."

At Crystal Caverns the big draw is their mirrored maze. The Flying Carpet is named for its most memorable feature, a moving belt that carries patrons from the second story to the ground—a time-honored funhouse exit. You're plopped onto the belt when an operator triggers the collapse of a trick couch. The Steeplechase offers a 60-foot high spiral slide.

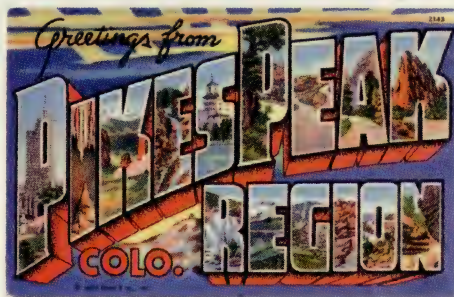
Once upon a time, all these attractions, and many others, were combined in a single building called a funhouse. Regretfully, the funhouse is now hardly more than a relic of times gone by, a museum in which we can sample the kinds of fun our ancestors enjoyed but that belong to their time, not to ours. We have our own forms of entertainment, and one day they, too, will be the subjects of fond reminiscences. ■

For more information about funhouses and amusement parks in general, contact the National Amusement Park Historical Association, P.O. Box 83, Mount Prospect, IL 60056.



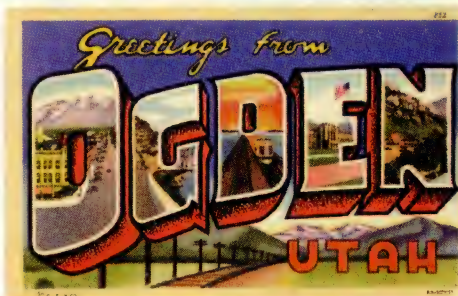
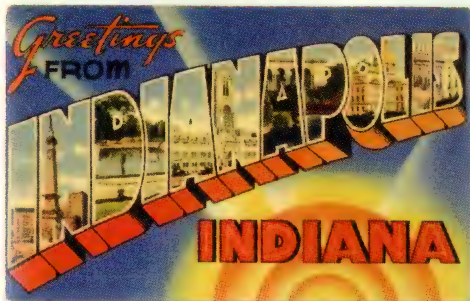
HAPPY TRAILS

BY MARGOT SEIDES



In this cross-country excursion, let your fingers do the driving. The 32 postcards form a maze. Start at the upper left (Waynesville) and find a path to the upper right (Salem). You may move from card to card as long as they're adjacent horizontally, vertically, or diagonally *and* the two states represented have a common border. For example, from Waynesville (North Carolina), you can hop down to Decatur (Georgia) or diagonally down to Luray (Virginia). If your U.S. geography is rusty, check the map at left. And be sure to wave as you go by.

ANSWER, PAGE 40



LIQUID ASSET

★★
When that burst pipe flooded Noah's Market, all the labels detached from these bottled products. By studying each bottle's distinctive shape and its contents, can you identify these common supermarket items and help Noah complete his insurance claim?
(Brand names are worth extra credit.)

ANSWERS, PAGE 40



1



2



3



4



10



11



12



13

by Rick Stark
with photographs by
Waltzer & Waltzer



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15



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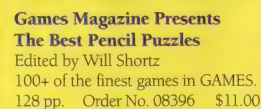
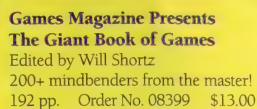
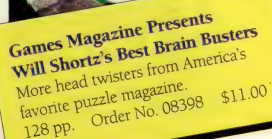
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NETWORKING

A POP-OUT WORD SEARCH PUZZLE ★★ BY WILL SHORTZ

The names of 25 well-known TV programs—all prime time series, past or present—are hidden in the word search grid below.

To find them, pop out the two cards and arrange them successively to spell each of the titles in regular word search fashion. Each title will read in a straight line horizontally, vertically, or diagonally, proceeding in any one of the eight directions. It will begin on one card and end on the other. You do not need to turn the cards or fold them to spell any of the answers. You may, however, need to overlap the cards, as in the example, ALICE, shown at right.

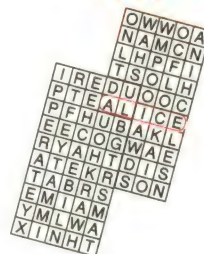
The lengths of the answers are indicated by the blanks below right, where the filled-in titles will be listed in alphabetical order.

When you have found all 25 titles, rearrange the unused letters on the cards to spell the name of one more TV program.

To enter the contest, send us the name of that 26th program. One correct entry will be drawn at random for the grand prize. Ten runners-up will receive GAMES T-shirts.

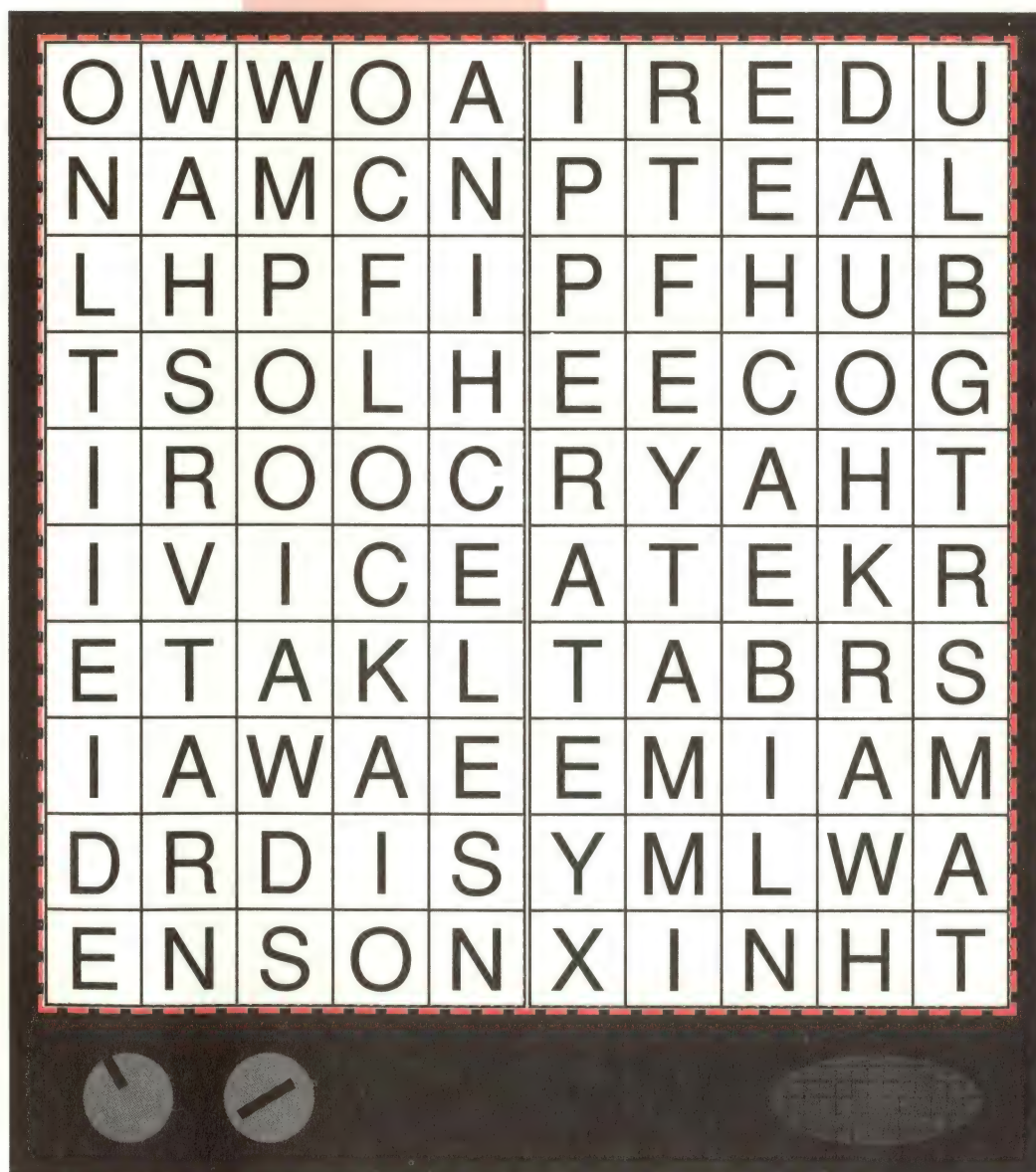
Mail your entry with your name and address to: **Networking**, GAMES Magazine, 19 West 21st Street, New York, NY 10010. You may enter as often as you like, but each entry must be mailed separately. **Entries must be received by September 1, 1993.**

Grand Prize
\$1,000 worth
of puzzles*
10 Runner-Up
Prizes
A GAMES T-shirt



Answers (in alphabetical order)

1. ALICE
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____
21. _____
22. _____
23. _____
24. _____
25. _____



26th title: _____

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PENCILWISE



THE SPIRAL ★★

BY WILL SHORTZ

This puzzle turns in two directions. The spiral's Inward clues yield a sequence of words to be entered counterclockwise in the spaces from 1 to 100. The Outward clues yield a different set of words to be entered clockwise from 100 back to 1. Fill

in the answers, one letter per space, according to the numbers beside the clues. Keep track of which way you're going and have many happy returns.

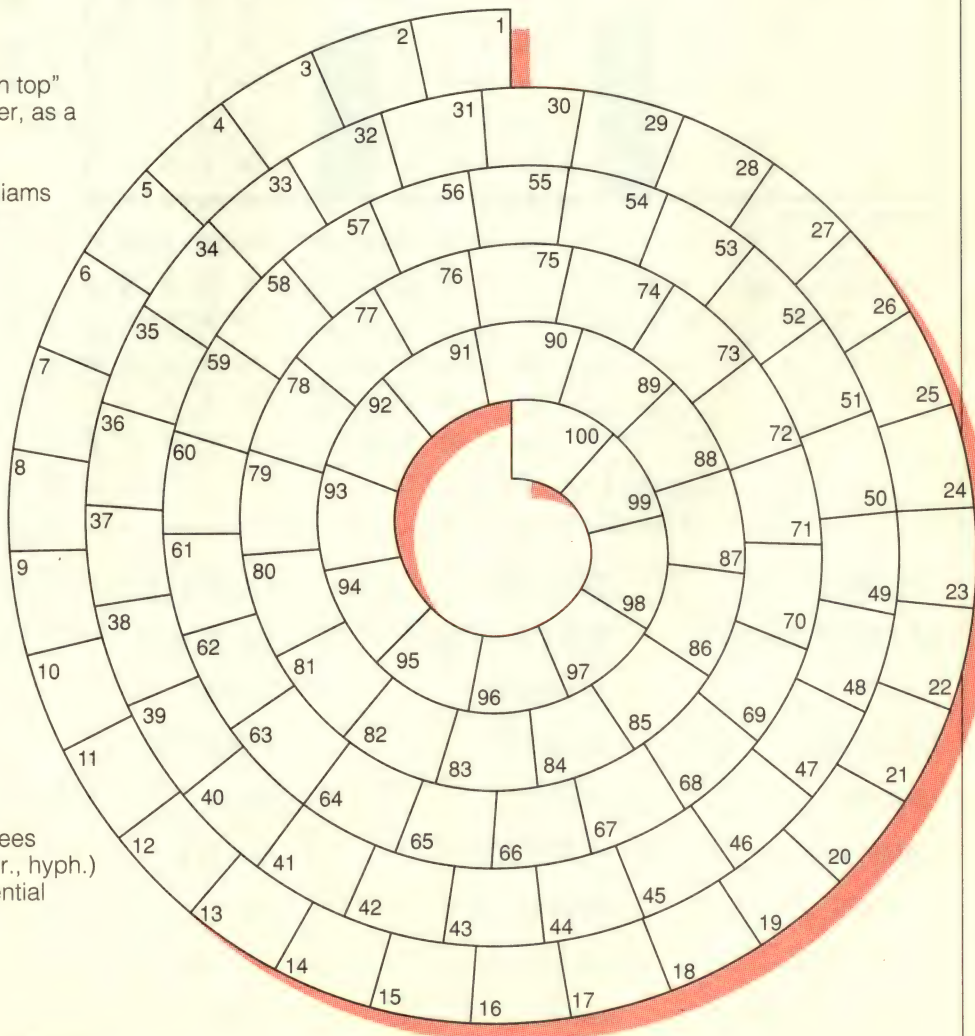
ANSWER, PAGE 40

INWARD

- 1-8 Some Cadillacs
- 9-14 Vehicle that has "fringe on top"
- 15-24 In an unsuccessful manner, as a coup
- 25-31 Health bar?
- 32-38 Former Miss America Williams
- 39-44 Sleeping sickness carrier
- 45-49 First name of six U.S. presidents
- 50-54 Inventor Howe
- 55-62 Duke or earl
- 63-69 CHiPs star Erik
- 70-76 Certain hand-woven blankets
- 77-84 Surpass in competition
- 85-91 "Grand" sort of guy
- 92-96 Flubbed
- 97-100 Like summer drinks

OUTWARD

- 100-94 Arbiter
- 93-89 Drug program, for short
- 88-83 Big to-do
- 82-75 Masterful, as a musical performance
- 74-69 City, or its cigar
- 68-64 Popular pub game
- 63-58 Tooth's covering
- 57-52 Art of growing dwarfed trees
- 51-41 Crime against the king (Fr., hyph.)
- 40-34 Former perennial presidential hopeful Harold
- 33-28 "Venus" singer Frankie
- 27-22 Colorful sock
- 21-17 In ___ fertilization
- 16-12 Excedrin rival
- 11-5 Hollywood's Jane, Kurt, or Rosalind
- 4-1 "As I was going to St. ___ ..."



Welcome to Camp Loop-a-Word. Today we're all going to learn how to start a fire by rubbing two pencils together. Below is one already ablaze, and we've thrown 40 words and phrases about summer camp into the flames. Answers may

read horizontally, vertically, or diagonally, but always in a straight line. If you lose your way on the word trail, just take a hike to the answers, where a counselor is waiting to help you.

ANSWER, PAGE 40

G T
 P N
 A O A
 E I T K
 S G S S D
 E O A O A E M
 E H C K N Y O K L
 P M C C I T R A I L
 E O I E A V H A E G H T
 W O O D S R P Y E W G H R A
 N L L A B R E H T E T T C F L
 A G L S S D R L A E E S R L D O
 N N L P E T A L L N E O A A A V G
 E I A G T R C M T I E U B S S N T
 T H C A N O E S E E T O T H O S
 F S U M L T M I R F V A F L H N
 A S T K H F E S O F O E A I O
 R E S N R E E S A B S G R G T
 M N U R S E H S W N T C H
 H B N E R E T I S A D T
 I M I G H B T T S E N B N E E A T
 E S R O L E S N U O C T R C A M P F I R E
 E C N A M O R R E M M U S N B Y A
 K B E E N H E A T
 A O R E N A L L A R P N
 S S F F O T U C H A C A B I N S
 E D O C K R C M A N

ARCHERY	COOKOUT	LIGHTS OUT	SOFTBALL
ARTS AND CRAFTS	COUNSELORS	MESS HALL	SUMMER ROMANCE
BOATS	CUTOFFS	NURSE	SUNBURN
BUNKMATE	DANCES	POISON IVY	TAPS
CABINS	DOCK	POOL	TENT
CAMPFIRE	FLASHLIGHT	RAFTING	TETHERBALL
CANOES	GNATS	REVEILLE	TRAIL
CANTEEN	HEAT	SING-ALONG	T-SHIRTS
CAPTURE THE FLAG	HIKES	S'MORES	WEENIE ROAST
CARE PACKAGE	LAKE	SOCCER	WOODS

SOME SUMS ★

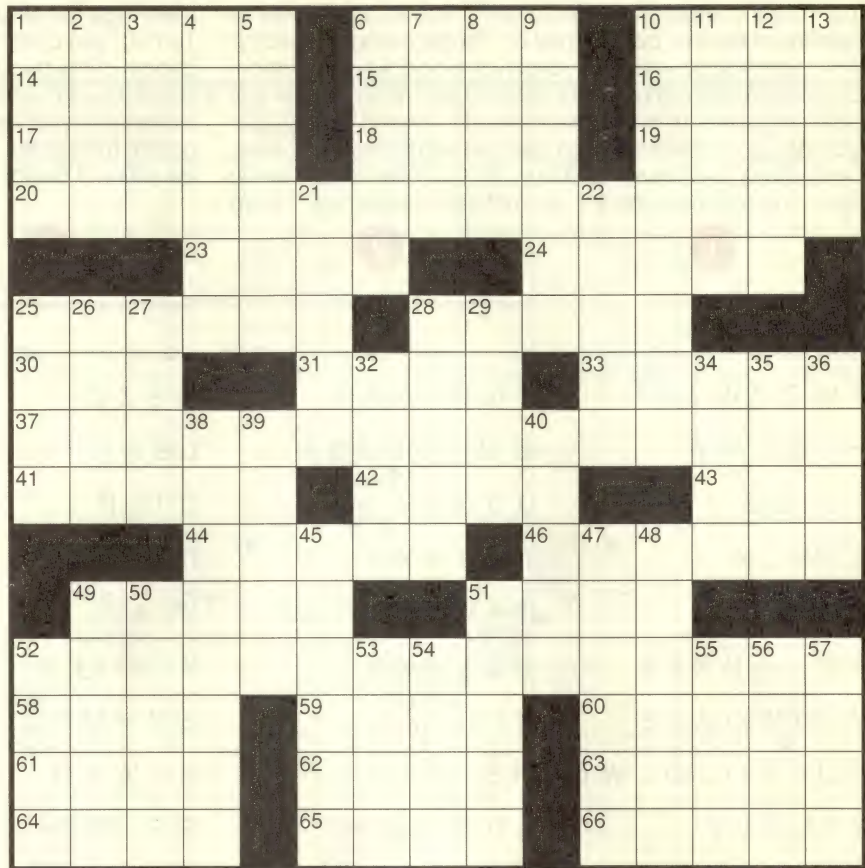
BY ERIC ALBERT

ACROSS

- 1 Ness of *The Untouchables*
 6 Tulip, when planted
 10 Stare slack-jawed
 14 Around the *World in Eighty Days* author Jules
 15 Fencer's sword
 16 Hydrochloric or sulfuric, e.g.
 17 Cleverly escape from
 18 Prod into action
 19 Doe's beau
 20 : 3 wds.
 23 Talk about this and that
 24 Houston baseball player
 25 Salt or pepper container
 28 Juliet's love
 30 Down in the dumps
 31 Mortgage, for example
 33 Declares positively
 37 : 3 wds.
 41 Group of South Pacific islands
 42 Robe's "belt"
 43 Dictator Amin
 44 Pester
 46 Spotted wildcat
 49 Police officer's identification
 51 ___ *Russia With Love*
 52 : 3 wds.
 58 The ___ *Ranger*
- 59 Injure
 60 Skull contents
 61 Elevator pioneer
 62 Toaster waffle brand
 63 Eyed flirtatiously
 64 Stimulate, as an appetite
 65 Shed tears
 66 Irish poet William Butler ___

DOWN

- 1 Divisible by two
 2 Jeans maker Strauss
 3 Teheran's nation
 4 Next to come to bat: 2 wds.
 5 Get incisors
 6 Sire a child, Biblically speaking
 7 Second word in many fairy tales
 8 Jump
 9 Absolute chaos
 10 Cooker with a pilot light: 2 wds.
 11 Member of the cast
 12 Billy Joel's instrument
 13 Competitive advantage
 21 Like the worm-getting bird
 22 "___ directed" (medication warning): 2 wds.
 25 Fast jets
 26 Laughter sound
 27 Take ___ view of (disapprove of): 2 wds.



ANSWER, PAGE 40

- 28 Race run with a baton
 29 Burden of responsibility
 32 ___ facto
 34 Wicked
 35 Give a makeover to
 36 Fit of anger
 38 Car buyer's trial drive: 2 wds.
 39 Tasting a tart
 40 Kind of circuit or story
 45 Sis's son
 47 Ten-gallon hat wearer
 48 Come out
 49 Lincoln's assassin
 50 Corbin's role on *L.A. Law*
 51 Camera lens setting
 52 Move smoothly, as traffic or lava
 53 Sled used in the Olympics
 54 Uncontrollable impulse
 55 Syllables after "ooh" or "tra": 2 wds.
 56 ___ Nam
 57 Finishes

BOX SCORE ★

BY ANDREA CARLA MICHAELS

Is it bigger than a breadbox? No, but the answer to each clue below is a word or phrase containing box. For example, the clue "Packaged midday meal" would lead to BOX LUNCH, while

"Coin-operated music player" would be JUKEBOX. If you have trouble, don't worry—we won't put you in the penalty box if you'd like to check the answers.

ANSWERS, PAGE 42

1. Larynx _____
 2. Toy with a crank and a surprise _____
 3. A dice roll of double sixes _____
 4. Type of hat for Jackie Kennedy _____
 5. Spar with an imaginary opponent _____
 6. Mattress frame _____
 7. Container of the world's evils _____

8. Incessant talker _____
 9. Season ticket holder's place at a stadium _____
 10. Showtime's cable rival _____
 11. What self-righteous speechmakers get on _____
 12. Chinese uprising of 1900 _____
 13. Airplane's flight recorder _____
 14. Loud portable audio system _____

In the Milton Bradley game Celebrity Taboo, players try to describe a famous person (real or fictional, living or dead) to their teammates, who must identify the celebrity. The catch: Each celebrity card contains a list of five "taboo" words that can't be used in the description. For example, a player describing LIBERACE couldn't use the words PIANO, FLASHY, CANDELABRA, LAS VEGAS, or SEQUIN. In each list below, we've taken the taboo words for two different celebrities, mixed

them together, and put them into a simple substitution code. To help you crack the codes, a starter letter is given at the bottom of the page for each code. These codes are particularly tricky to break, so we recommend you consult these starter letters unless you're a professional cryptographer or a puzzle masochist. Can you break the codes and determine the pairs of celebrities whose clues are mixed in each?

ANSWERS, PAGE 41

1

2

3

4

TWOZWYM
HLGOWF
FLIUZ
FIWOA
ZWZZUU
YZ. IUXLY
WZIWOZLS
SUCLOZQLWO
YFLCLZ
LYIWOG

TGUFHAY
UMYOEJDA
JDGHT
IMUWAP
TAOAJOGLA
USLGAY
YSI
HSHHGFSE
JDGIAYA
JMPHY

GSZZ
LSAK
OISP
PSEKRE
YIA
SGGIRL
EMHOSLUIP
SHWKGI
SGLMP
LUIPSNKYL

XZCCGQF
MDOOYL
XGPR
VZKMO
ATZBNOA
DOTAW
CFFAXGQQ
BZLKMKGP
LNFTAL
VGWW

5

6

7

8

ONWWJQF
PWSGJW
QWGSOG
VFQT
CNOGQXYJ
OGWJJGXQW
ODNGYJWZ
OVQSZ
XQG
VQSZGJW

TXHBIN
EPABG
RIYEL
SLOBAPJLR
SHXSLJG
ILPFCRA
AIHLB
RCPLRN
YBGHXRHL
XAZLBBH

FJZULYLXCAI
PCLIX
HCPILXOYJ
ZLY
LZZCFJIX
CIHOYLIZJ
YJKJU
YJTAUOXCAI
ZAAU
CIFJNJIFJIZJ

GBVQBL
HVBKEBLH
TKLGH
ZIXNQLBV
HABKGBL
TJDNGLP
GBNBSXHXJV
YKNQ
VBXFIYJLIJJQ
ZIXZEBV

STARTING CLUES

PUZZLE 1: Ciphertext Z represents plaintext T.
PUZZLE 2: Ciphertext H represents plaintext L.
PUZZLE 3: Ciphertext G represents plaintext C.
PUZZLE 4: Ciphertext F represents plaintext O.

PUZZLE 5: Ciphertext W represents plaintext R.
PUZZLE 6: Ciphertext S represents plaintext M.
PUZZLE 7: Ciphertext Z represents plaintext C.
PUZZLE 8: Ciphertext E represents plaintext K.

PENCIL POINTERS ★

BY JULIAN OCHRYMOWYCH

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 41

46 Ariens-Mercer song	Judy Garland song	Ankle-length skirt	Calling forth a response	Lays down new turf	Insect in a "farm"	Repeat	Cat food Morris endorses	Readily available, as interns		Money-hungry	Actor Sharif	Dillinger or Capone	Dodged	Begin to become fixed	Sound of rain or little feet		Infant's room	Goes off the stage
February 14th card										Spy in government					"Monkey suit"			
Being										Border on					Three: Prefix Insuring			
Puerto _					Popular family magazine													
_ up, Doc?"		Perfectly Jai _								Dwelling	Goals for profs Comfort							
					"Open _ 8" Tryst				Obey, as orders Conquer					Spring mo. Honk				Bashful quality
Whitney or Wallach				Gun the engine Butter?				Fly high Status _					Donkey sounds _ uno					
Kitchen cooker						Horse play?						Orderly Borough of NYC					Hawaiian souvenir	
						Next "Me" adorers												
South Vietnam's capital		The Emerald Isle	Citrus drink Tumbled				Poem Cage tender				Very many Orating							
Money held in reserve								River into the Yukon		Observe Sixth sense				One of the Great Lakes				
Life story Robin's snack				Cage tender									Fresno's main product		Tries out a new car	Not sleeping		
				Small glass bottle					Spanish maidens									
Tiny				Norway's capital Not neath				_ de deux					Turn over _ leaf Protrude					Labor
Owned	College in Ohio	Daily pattern Anybody							Team advisor			Puzzle with pieces						
								Less Lively, in music							Boxing win Observe			
Sow's mate					Precipitous	Entrance ramp sign	Tennis star Lend!					Kindling material						
Ostrich's cousin				Puffing Ocean off N.J.								Decorate the room again	Neither's partner Addict				Penny	
Tell the story							A Gabor Puppy's bark				Country-style							Depot: Abbr.
Raffle								_ of God						Folk-singer Burl				
Lack of good taste										Downward slope								
Actor Beatty				Vigor				Mistake						¿Cómo _ usted?				

PAINT BY NUMBERS ★★

The six puzzles on these pages, presented by arrangement with the Tokyo magazine *Puzzler*, feature a unique blend of logic and art. The numbers at the left and top of each grid are all you need to determine which squares should be filled in to form a miniature picture. Here's how it's done:

The numbers on the left of each row and the top of each column tell you how many groups of black squares there are in that line and, in order, how many consecutive black squares there are in each group. For example, 4 5 9 2 tells you that there will be four groups that will contain, in order, 4, 5, 9, and 2 consecutive black squares. The fact that the numbers are separated tells you that there is *at least* one empty square between them. (There may also be empty squares at the ends of rows and columns.) The trick is to figure out how many empty squares come between the black ones.

Here's a starting hint: When there's a single number in a row and that number is greater than half the number of squares in the line, you can fill in one or more center squares. For example, in the sample puzzle below (Figure 1), which is 10 squares wide, the sixth and seventh rows each have the number 8. No matter how you place eight consecutive black squares in a row, the middle six squares will be filled in (Figure 2). Similar logic can be used to start a line that has more than one number in it. In the sample, the third column contains the numbers 1 6. The single black square and the following empty square must take up at least two squares above the 6. No matter how they get placed, the fifth through eighth squares of the column will be black (Figure 3). Figure 4 shows the completed picture.

Now try the other six puzzles on your own. You'll discover other solving techniques as you go. **ANSWERS, PAGE 41**

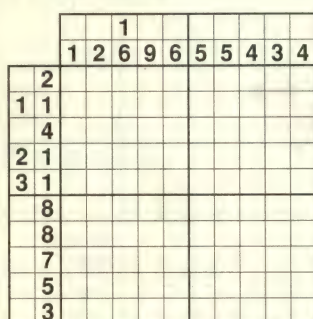


Figure 1

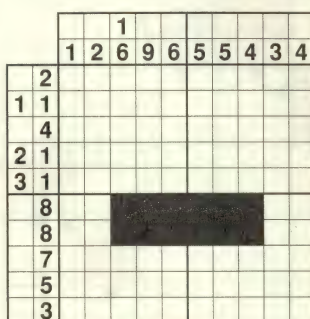


Figure 2

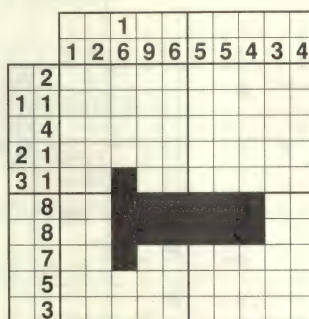


Figure 3

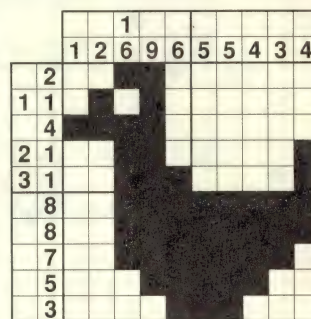
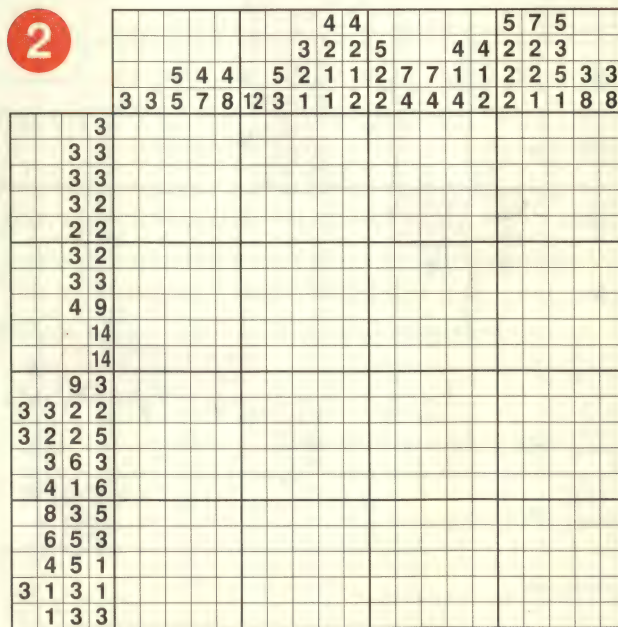
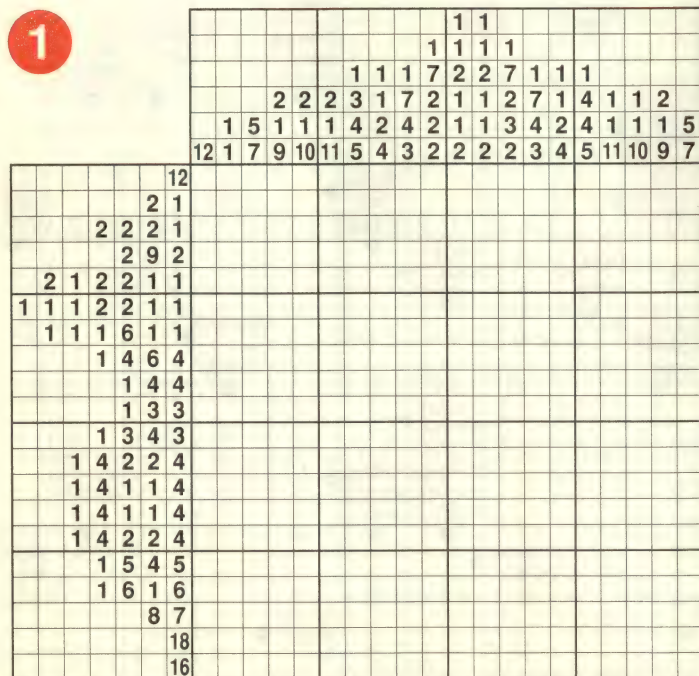


Figure 4



3

3								3				1				9								4								2				4																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
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5	1	1	7	3	3	4	9	4	1	2	2	3	3	5	10	7	1	2	4
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				2	2														

6

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													1	2	1	1	1	1	
													1	1	1	1	2	1	
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3	1	1	10	1		1	7	2	7	6	2	1	3	5	3	2	2		
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		1	1	2	1														
		1	1	2	2														
		4	3	1															
		1	3	1	4														
1	3	1	2	1															
	6	1	2	2															
				13															
				8															
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		2	3	4	4														
		1	3	4	4														
		1	5	3	2														
		2	1	2	3	2													
		1	1	2	3	3													
		1	1	4	4														
		2	3	5															
		1	7																
		1	1																
		1	1																

The puzzles on this page come from some of the best new puzzle books you'll find in your local bookstores now. For more information on these and other new books that may

keep you satisfied until the next issue of *GAMES* arrives, see "Playing by the Book" on page 56 of this issue.

ANSWERS, PAGE 41

MERLIN'S CHALLENGES

by Margaret C. Edmiston

During the time of Arthur, with England constantly under the threat of invasion, spies were sent to Arthur's land to gather information. These spies always lied, knights always told the truth, and the peasants sometimes told the truth and sometimes lied.

1. Who's the Knight? On a journey through the kingdom, Merlin encountered three individuals. Though he didn't know them, he knew one was a knight. They made the following statements:

- A: B is a spy.
- B: A is a knight.
- C: Either A or B is telling the truth.

Which one was the knight? And could Merlin determine what the others were?

2. The Three Suspects One of Merlin's apprentices reported an incident to him in which three men were tried for being spies. Said the apprentice to Merlin, "The judge knew that at least one of them was a spy and at least one of them was a knight."

"What did the three say at their trial?" asked Merlin.

"I don't remember exactly," said the apprentice, "but I do know that, on the basis of what was said, the judge, who is known to be a superb logician, was able to determine that only one of the three was a spy, and was able to identify him."

"What do you remember about what the suspects said?" asked Merlin.

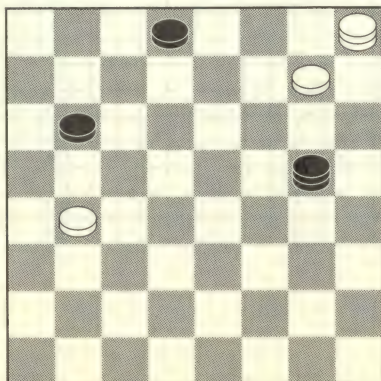
"Well, I know that the second suspect said that what the first suspect said was false, and that the third suspect said that the first suspect was a spy. I also remember that the first suspect either said he was a peasant or said he was a knight, but I can't remember which."

From this information, Merlin was able to figure out what the first suspect had said and also to determine which suspect was definitely a spy. Can you?

THE WORLD'S MOST AMAZING CHECKERS PUZZLE

by Charles Barry Townsend

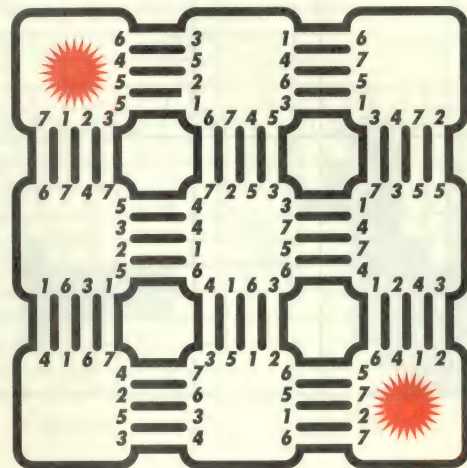
It's cracker-barrel checkers time down at the country store. Pop Bentley, playing the black pieces, is about to take his turn, with a series of moves that will ensure his victory over Cy Corncrib. White pieces are moving up the board, and black pieces down. Can you find Pop Bentley's moves?



TEST YOUR PUZZLE IQ

by Steve Ryan

1. Key Decision Seven keys numbered 1 to 7 correspond to the locked corridors in the floor plan below. (For example, to get from the upper room containing a sunburst to the room to its right by the upper corridor, you'd need the 6 and 3 keys.) The challenge is to pick only three keys that will unlock the correct corridors and allow passage from one sunburst room to the other.



2. 105 in the Shade Partially raise one or more of the shades so that the top five horizontal rows of numbers total 105 apiece.

→ 35	25	45
→ 25	15	35
→ 55	55	15
→ 45	35	45
→ 35	45	55
→ 15	25	25
→ 25	35	35
→ 55	55	55
→ 45	15	15
→ 15	45	25

WHAT'S THE VERDICT?

by Ted LeValliant & Marcel Theroux

Two actual court cases are summarized below. How do you think the cases should have been decided? Both cases were tried and subsequently appealed, and the final verdicts appear in the answers. Were the defendants found guilty or not guilty?

1. The Joke's on You! Morris had been drinking when he entered the bank. "I have a .38 in my pocket," he said to the teller, "and I want all your money." The teller set off a silent alarm. But when she handed Morris the cash, he said he had been joking all along. He left the bank empty-handed and was arrested. Is Morris guilty of attempted robbery?

2. Leader of the Pact Alex and Brett were unhappy youths. They made a suicide pact. To carry out the pact, Alex drove his car over a cliff, with Brett as his passenger. Brett died. Alex recovered. Alex is charged with murder. Is Alex guilty?

LETTER MEN ★★

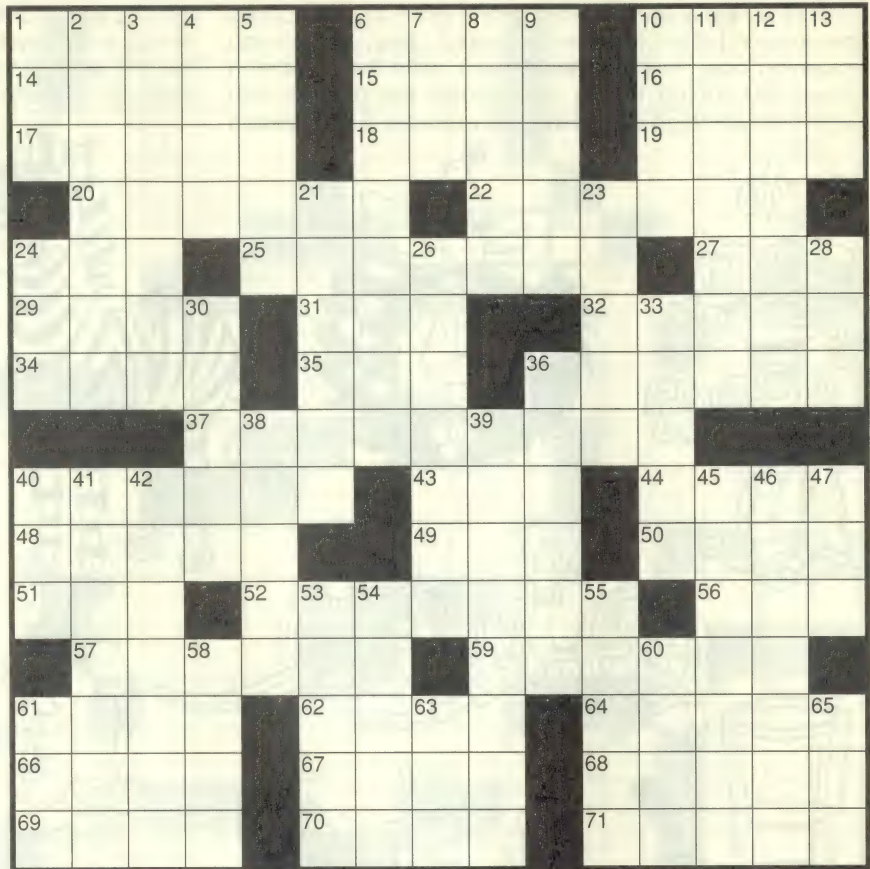
BY PETER GORDON

ACROSS

- 1 Letter before iota
6 Passport stamp
10 Resistance units
14 Amass, as a tab: 2 wds.
15 Levin and Gershwin
16 *Of ___ I Sing*
17 Disconcert
18 Enlist for another tour of duty
19 Counterfeiter chaser, for short
20 Famed rhythm-and-blues guitarist: 3 wds.
22 Become extinct: 2 wds.
24 Gusher output
25 *Please Don't Eat the ___*
27 Actress Peeples
29 Sob
31 Explosive stuff, for short
32 Male parents
34 Exxon forerunner
35 Sundial numeral
36 Soft felt hat
37 Philo Vance's creator: 4 wds.
40 Attack critically
43 Ozone or helium
44 "___ boy!"
48 Clear a computer disk
49 List-shortening abbr.
50 Cowardly Lion portrayer
51 Prepare to fire
52 Beg
56 Cambridge school, for short
- 57 Mickey Mouse's sweetheart
59 Founder of a Maine clothing store: 3 wds.
61 Shipwreck victim's place
62 Himmler or Hitler
64 Colonel North, familiarly
66 Mafia bosses
67 School subject in which the GNP is explained
68 Bridget Fonda, to Jane
69 Wallet fillers
70 Loafer, e.g.
71 Supporter of the arts?

DOWN

- 1 Refrain syllable
2 Married men, in slang
3 Authorizes
4 Elephant tooth
5 Plant pest
6 Writer of a famous letter to Santa
7 Dander
8 ___ Arabia
9 Easy ___ (simple): 2 wds.
10 Sgt. Snorkel's dog
11 Author who used the pen name Saki: 3 wds.
12 Having more substance
13 Rep.'s counterpart in the Capitol



ANSWER, PAGE 42

- 21 Indigenous
23 German steel city
24 Have debts
26 Bee, at times
28 Botanist Gray
30 Puts in the mail
33 Perfect
36 Finance-related
- 38 Charlie of *Hot Shots!*
39 News dispatch beginning
40 Caribbean, e.g.
41 Harvard's color
42 Winnie-the-Pooh's creator: 3 wds.
- 45 Hot Mexican snacks
46 On ___ (in a precarious position): 2 wds.
47 Singer Garfunkel
53 Dressed to the ___
54 Give lessons to
- 55 Steak cut
58 Famed Scottish loch
60 Director Kazan
61 Knot-tying phrase: 2 wds.
63 San Diego attraction
65 Shocking fish

WORD BOUQUET ★★

BY N.M. MEYER

A rose by any other name might smell as sweet, but could you recognize other flowers given just part of their names? We've taken 20 types of flowers and removed most of their letters,

leaving only a three-letter word showing within each one. How many posies can you add to the bouquet? Daisy and every-one else, give us your answers do.

ANSWERS, PAGE 40

1. _ _ L I P
2. _ A N D _ _ _ _
3. _ R I M _ _ _ _
4. _ _ _ D E N _ _
5. _ _ _ _ _ R A G _ _
6. _ R O C _ _
7. _ _ R I G _ _ _
8. _ E O N _
9. _ _ _ H I D
10. _ L A D _ _ _ _

11. _ I N N _ _
12. _ _ _ L E T
13. _ _ A L E _
14. _ M A R _ _ _ _
15. _ _ _ _ O D E _ _ _
16. _ E G O _ _ _
17. _ _ R A N _ _ _
18. _ _ _ _ _ _ _ E M U _
19. _ A R C _ _ _ _
20. _ _ _ _ S E T _ _ _

Imagine taking a word, dropping one letter, and reshuffling the remaining letters to make a new word. Okay, you can stop imagining now, because eight such pairs are illustrated below—but it's up to you to unshuffle the pictures and determine which go with which. For example, if you found a

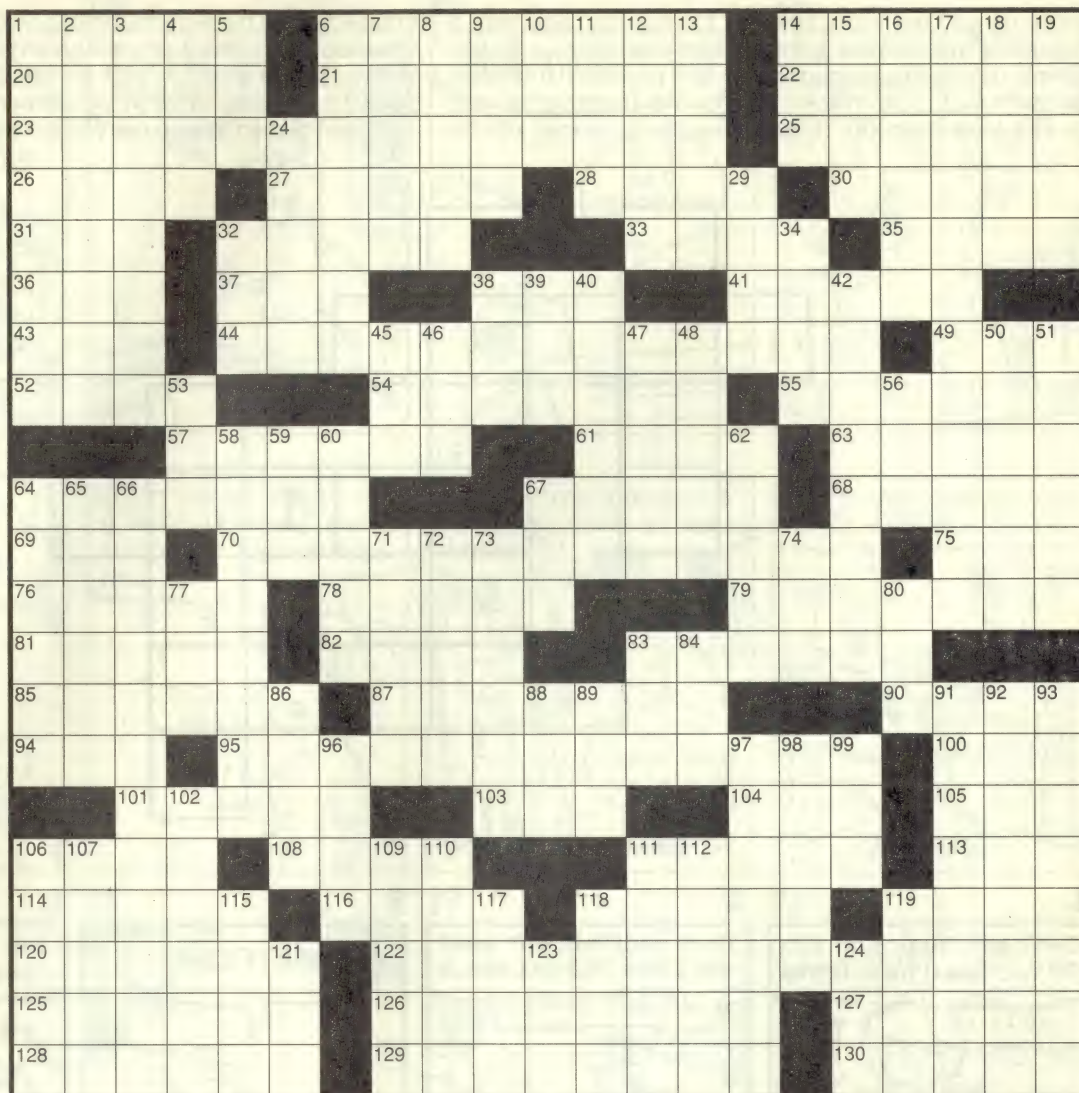
DRAGON and an ORGAN they would make up one pair, with D as the lost letter. Once you've matched up all the pairs, you'll find that the eight dropped letters can be reshuffled into something you *wouldn't* want to lose in the shuffle.

ANSWERS, PAGE 42



ACROSS

- 1 Animate
- 6 Real money
- 14 Fits together
- 20 Banded marble
- 21 Give the solver too much info
- 22 Wise goddess
- 23 Dog-faced president?
- 25 Sullied by scandal
- 26 Iowa State site
- 27 Gave an edge
- 28 Michelangelo's *David*, e.g.
- 30 William Rehnquist's sign, fittingly
- 31 Mossyrock or Hungry Horse
- 32 Abrupt
- 33 Orbit, e.g.
- 35 Vegas light
- 36 Like Dvorak's "New World Symphony"
- 37 Porter
- 38 Metro region
- 41 Bet acceptor
- 43 Sling contents
- 44 Fired-up president?
- 49 Recipe amt.
- 52 ___ Hari
- 54 Stomping grounds?
- 55 Joke response
- 57 Lustrous fabric
- 61 Leave ___ (reward service)
- 63 Independently
- 64 Played up to
- 67 Health club room
- 68 Bad driver's creation
- 69 Actress Alicia
- 70 Chess-playing president?
- 75 Afore
- 76 "___ mia!"
- 78 Drawback
- 79 Skylights?
- 81 Henry Ford's son
- 82 Captain Hook's alma mater
- 83 Least bonkers
- 85 Ask to be excused
- 87 Froggy's was magic
- 90 Does it's job?
- 94 Sumac of song
- 95 Presidential chipmunk?
- 100 119-Across's music
- 101 She cleaned up after Elroy
- 103 Puppy's bark



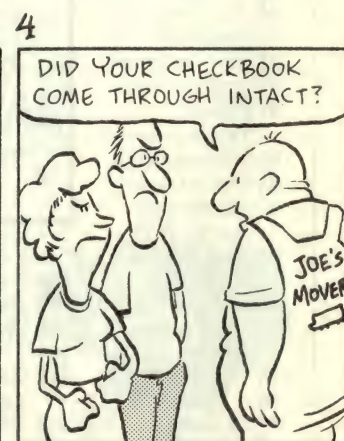
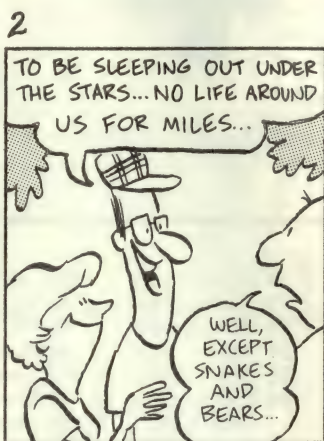
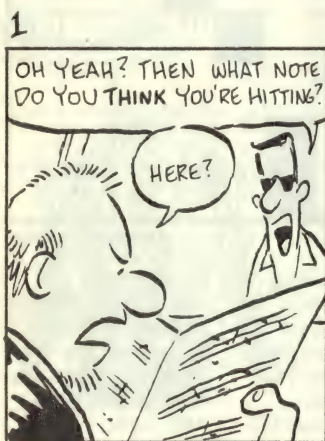
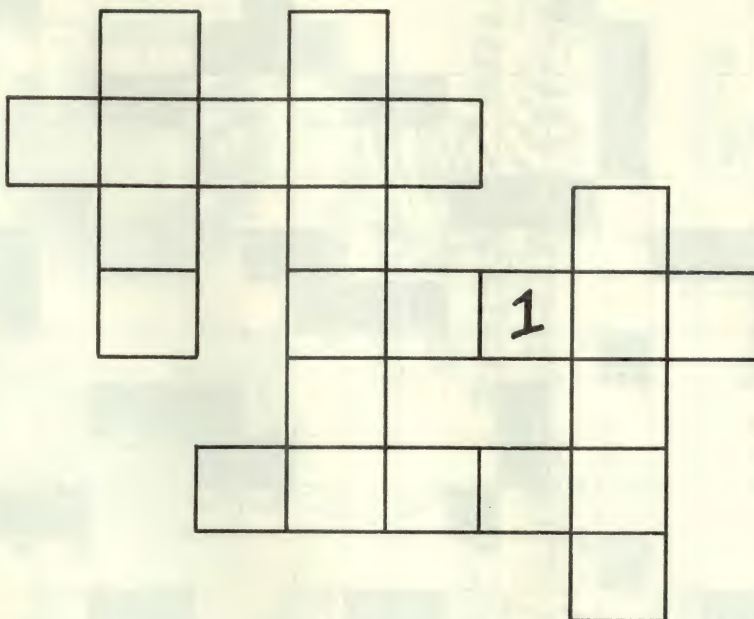
ANSWER, PAGE 42

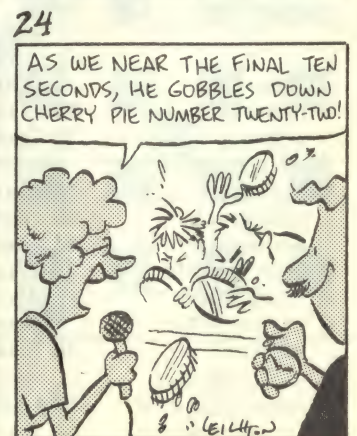
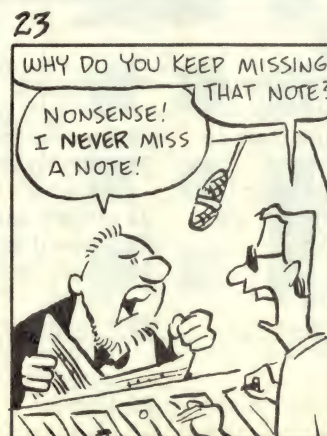
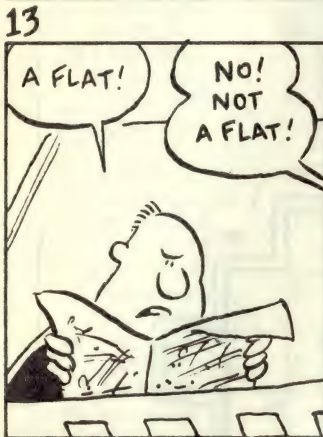
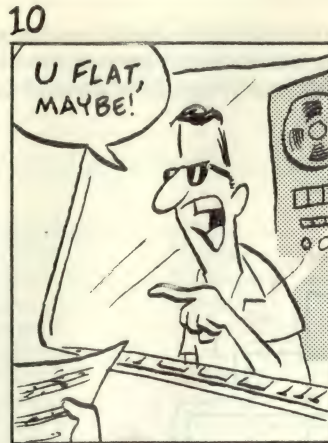
DOWN

- 104 Radius setting
- 105 History chunk
- 106 Dragon of song
- 108 Elite alternative
- 111 Camp David participant
- 113 *Them!* mutant
- 114 Ouzo flavoring
- 116 She gets what she wants
- 118 "Amazing" magician
- 119 "I Ain't New ta This" singer
- 120 Speaks French?
- 122 Sicklier president?
- 125 "Go ___ on the Mountain"
- 126 Its first card went to Truman
- 127 Hypnotized
- 128 Sum figure
- 130 Matriculated misses
- 1 Example
- 2 "I" strain
- 3 Asphalt
- 4 Hopis' cousins
- 5 According to
- 6 Artistic preschooler
- 7 Pizza Hut sights
- 8 "American Pie" setting
- 9 Scot of 1857 fame
- 10 D halved
- 11 King of comedy
- 12 Dawn
- 13 ___ *Gabler*
- 14 Tumbler's need
- 15 Bibliographer's catchall
- 16 The Alamo, e.g.
- 17 Levitating president?
- 18 Start of *el año*
- 19 Body style
- 24 Lobster claw
- 29 Caesar's query
- 32 Mac's topper
- 34 Tesh's cohort
- 38 One beginning?
- 39 Campers, for short
- 40 1942 "Death March" site
- 42 Masseurs, e.g.
- 45 Atlanta superstation
- 46 Tee off
- 47 ___ to snuff (unacceptable)
- 48 Russian crepes
- 50 Lady of Spain
- 51 Golfer Calvin and family
- 53 Commotion
- 56 Yale rooter
- 58 Farm crops
- 59 *Méditerranée*, *par exemple*
- 60 "There is nothin' like ___"
- 62 Joyful song
- 64 Acquired
- 65 Floral tiara
- 66 Well-preserved president?
- 67 Bro's sib
- 71 Eliot Ness foe Frank
- 72 Familiar
- 73 Craziness
- 74 Pool poker
- 77 "... we gotta go, ___ my-o"
- 80 Giants great Mel
- 83 *Poivre's* partner
- 84 Jackie's second
- 86 Eggy drink
- 88 Public Enemy ___
- 89 Dole's org.
- 91 Number prefix, of a sort
- 92 Got
- 93 Is a sloppy painter
- 96 Curtain
- 97 Pops
- 98 Percival's quest
- 99 Ambulance worker, for short
- 102 Bill ___ (buyer's paper)
- 106 Carbo-loading fare
- 107 Single
- 109 List separator
- 110 Outlander
- 111 Poet Teasdale and others
- 112 Conductor Previn
- 115 "___ go brag!"
- 117 *Sweet Liberty* director
- 118 Suggestive
- 119 ___ *Angel* (Mae West/Cary Grant film)
- 121 Usual: Abbr.
- 123 Like the Yokum boy
- 124 Director Besson

What do you get when you mix the comics page with a crossword puzzle? You get the hybrid seen here—a Cross-Comic puzzle. The randomly arranged panels on these two pages come from six different comic strips (ranging from four to six panels in length). These panels can be placed into the

crossword grid below so they interlock as shown. Using logic, visual clues, and your funny bone, can you correctly place the panels into the grid to form all six strips? Note that six of the panels must make sense in two different directions. Panel 1 has been placed to help get you started. **ANSWER, PAGE 42**

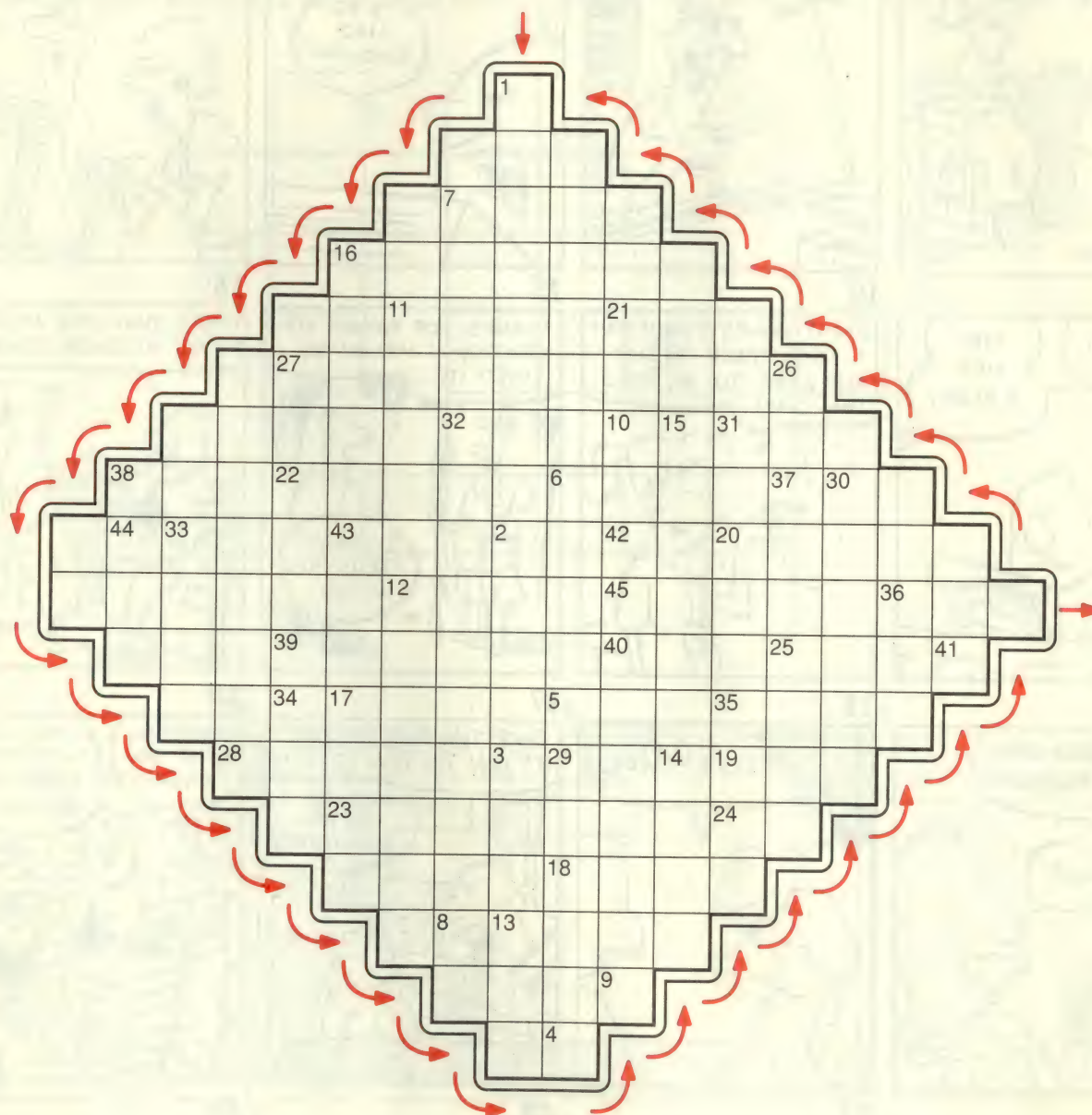




The answers to this puzzle's clues form a continuous thread that is interwoven like a tapestry. Enter one letter per space, beginning in the top square numbered 1 and proceeding downward. When you reach an edge, make a right-angle

turn, following the direction of the arrow on the corner. The first space of each answer is numbered to help keep you on the right track. Weave the right spells, and the puzzle will fill in like magic.

ANSWER, PAGE 42



- | | | | | |
|---------------------------------|--|--|--|--|
| 1 Piece of decorative weaving | 9 Complete fatigue | 19 Magazine filled with lurid writing | 28 Impaired | 37 Second state to join the Union |
| 2 Crystal-gazer | 10 Shore birds | 20 Be a buttinsky | 29 Alternative to a belt | 38 Holder of more than 1,000 patents |
| 3 Overstrain someone's eardrums | 11 Century plant, for example | 21 Longing for days gone by | 30 Balloon contents | 39 Shun |
| 4 Light refractors | 12 Curved sword | 22 Jotter's need | 31 Nurse, when giving medicine | 40 More suited to play basketball |
| 5 Holds title to | 13 Handymen, often | 23 Movie theaters | 32 German state of which Munich is the capital | 41 Scary |
| 6 Misses at the bullfight? | 14 Mariners | 24 Small, secluded valley | 33 Pack member | 42 Actor Davis of <i>Evening Shade</i> |
| 7 What hippies rebelled against | 15 Wear a tux to a backyard barbecue, e.g. | 25 Features of some modern roller coasters | 34 Flowering shrub | 43 Nursery school attendees |
| 8 One with regrets | 16 Raises to a higher level | 26 Edge | 35 Inferior to | 44 Sandwich shop |
| | 17 Lasagna cheese | 27 Pollen or smoke | 36 High school math course, for short | 45 Like some beers |
| | 18 Signal indifference | | | |

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 42

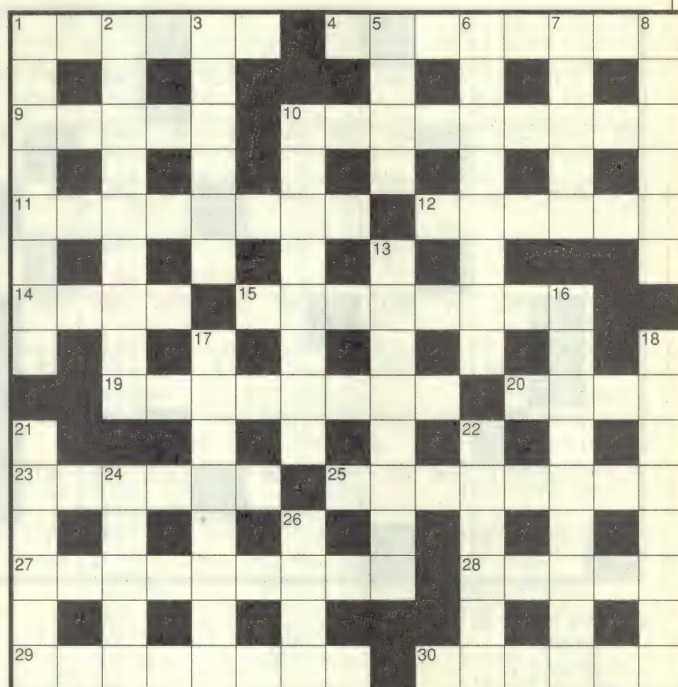
PUZZLE 1 BY EMILY COX & HENRY RATHVON

ACROSS

- 1 Al Gore's broken in large numbers (6)
4 After viral illness, call for rinse (5,3)
9 Circle "R" in newspaper notice (5)
10 Chap can't remember French tennis player (3,6)
11 Pony Stendhal whipped (8)
12 Tell story about two times (6)
14 Listen to correct ceremony (4)
15 Cold showering jolted gentiles (8)
19 Near miss befuddled study groups (8)
20 Volcano in Vietnam (4)
23 Sock the lady this way (6)
- 25 God of dreams beginning to mesmerize mythical lyre player (8)
27 Busted into unit, I sense (9)
28 Shinny up cedar's top branch (5)
29 African counterfeit of *Mona Lisa* (8)
30 Second-rate bird dog (6)
- 6 Irregular picadors horsing around (8)
7 Have an obligation in the midst of rough time (5)
8 Names "T" in Scrabble pieces (6)
10 Awkward little mob? (8)
13 Red Baron bombed a suburb of Detroit (8)
16 Before saying "Gee," missing all the bowling pins (9)
17 Risk involving article of a king or queen (8)
18 Dad's fur is okay, but nothing to write home about (8)
21 The taxers will get what's coming to them? (6)

DOWN

- 1 Accepting defeat, Mr. Hart listed terms (8)
2 Lost tribe translated operatic texts (9)
3 If you listen, informer'll make a shaking sound (6)
5 Places loaf in the mouth? (4)



- 22 Spoken of a spotty Indian (6)
24 Flip encountered Old Testament emblem (5)
26 Cherry stone on a pocket bread (4)

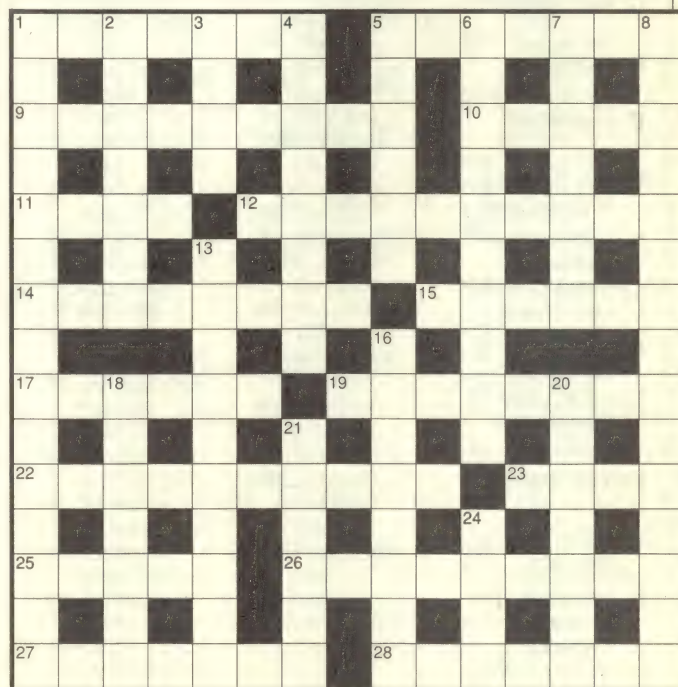
PUZZLE 2 BY PATRICK BERRY

ACROSS

- 1 Irritating vent cover (7)
5 Sovereign's sons comparison-shop around north and south (7)
9 Watchfulness of Mr. Lombardi catching reptilian monster (9)
10 Animals play, eating a piece of apple (5)
11 Sun god in stormy weather (4)
12 Fighters, boy, and I caught by large reptiles (10)
14 Damage path after beginning on long race (8)
15 Clergyman possessed initially with burning desire (6)
17 Greek character acquires a sea sickness (6)
- 19 End of labyrinth always contains 50 corridors (8)
22 Incorporated one dealing with teeth of little importance (10)
23 Sightseeing trip to outer limits of USSR (4)
25 Mobster never getting back on a boat (5)
26 March like a Nazi poetess—go wild (5-4)
27 In speech, Hemingway is sincere (7)
28 Arm held back receives gold pieces (7)
- 2 Earring somehow becoming more sore (7)
3 Passageway without a key (4)
4 Group followed by carnivorous beast is a bundle of nerves (8)
5 Appeals come first in addendum to letter (6)
6 In Florida, piece of furniture is filled with air (10)
7 Company familiar with first of stock certificates (7)
8 Flag and goggles outside of sand bar (5,3,7)
13 Number of people showing up at prom after 10:00 (10)
16 Cookie in a vehicle found inside satellite (8)
18 Obscure family member at

DOWN

- 1 Must one serve gin crookedly obtained from Uncle Sam? (10,5)



Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 42

1A	2J	3M	4I		5H	6O	7B		8U	9L	10A		11P	12G	13J	14O	15E	16T	17U	18X	19W	
20L	21S	22R	23G	24W	25F	26O	27Q		28L	29S	30B	31R	32K		33G	34S		35O	36M	37I		38P
39L	40N	41G		42S	43E	44F	45R	46H	47I		48L	49X		50K		51C	52O	53S	54Q	55G	56L	
57A	58H	59U	60K	61P	62M	63G		64R	65L	66S		67E	68C	69T	70G	71O		72V		73P	74Q	75H
76M	77S	78K		79U	80D	81G	82L	83O	84M		85R	86A	87B	88E		89T	90D	91C	92N		93V	94P
95X		96U	97F	98Q		99S	100T	101I	102J	103W		104S	105V		106B	107F	108Q		109P	110S	111T	112F
113J		114S	115F	116I	117T	118B	119L	120V	121U	122G		123M		124N	125P	126A	127V	128D	129J		130A	131U
132H	133S		134V	135R	136A	137U	138Q		139B	140M		141U	142D	143O	144P		145A	146X		147W	148R	
149I	150G	151S	152H	153L	154O	155B		156D	157A	158U		159G	160F	161X	162L	163P	164B	165W	166U		167A	168G
	169Q	170S	171O		172B	173V	174S	175X	176L	177U	178A	179N	180D		181L	182A		183H	184C	185S	186G	187D

- A.** Tony Hillerman mystery involving a Navaho ruin (4 wds.) 86 126 157 167 1 182 178 57 136 145 130 10
- B.** Foe of Flattop and Pruneface (2 wds.) 155 30 87 164 106 118 139 172 7
- C.** Ale ingredient 91 184 51 68
- D.** Sequester 90 180 80 128 142 156 187
- E.** Impetuous 15 43 67 88
- F.** '50s Secretary of State Dean 97 112 107 25 44 115 160
- G.** Pulitzer Prize-winning Neil Simon play of 1991 (3 wds.) 55 150 168 186 33 81 70 159 12 23 41 63 122
- H.** Movie in which Schwarzenegger played a Russian cop (2 wds.) 132 152 5 183 46 58 75
- I.** Yard markers? 101 116 149 4 37 47
- J.** Fail to play by the rules 102 113 129 2 13
- K.** "I am free of all prejudice. I _____ everyone equally." W.C. Fields 32 50 60 78
- L.** Nero Wolfe's assistant (2 wds.) 119 153 176 9 39 56 82 162 181 20 28 48 65
- M.** Type of wrench used by mechanics 84 123 140 3 36 62 76
- N.** Combat with seconds in attendance 40 179 92 124
- O.** T. Coraghessan Boyle satire about a Japanese sailor (3 wds.) 154 6 26 35 52 71 83 14 143 171
- P.** Underground mass of igneous rock 109 11 38 61 163 73 125 144 94
- Q.** Leader of the resistance to the 1991 Soviet coup attempt 98 108 138 54 27 74 169
- R.** Western "spreads" 22 64 135 31 45 85 148
- S.** Lakota Sioux name of Lt. John Dunbar (3 wds.) 66 21 174 114 133 185 42 104 53 29 99 170 77 151 110 34
- T.** Confiscate, in law 69 89 117 111 16 100
- U.** Dickens novel whose title character's first name is Amy (2 wds.) 141 177 17 8 79 158 96 131 166 59 137 121
- V.** Pariah 173 134 93 120 72 105 127
- W.** Ornamental recess 24 147 19 103 165
- X.** Join the Marines, e.g. 95 49 161 18 175 146

SQUARE DEAL ★★

BY JACK SCHNEIDER

We've replaced the digits 0 to 9 in each of the multiplications below with letters. The digit-letter substitutions are constant throughout each problem, but change from one problem to the next. Can you reconstruct the original multiplications?

ANSWERS, PAGE 42

1. A C E

x A C E

I T S

H I N T

H T C N

H E A R T S

2. T W O

x T W O

T E E S

S T O W

W S B

C L U B S

3. S I X

x S I X

I X I S

A E D Q

E X D P

S P A D E S

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY RANDOLPH ROSS

Words Plus

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

HARD CLUES ★★★

ACROSS

- | | | |
|--|---|--|
| 1 Dominate diabolically | 54 Our nearest neighbors in OPEC | 97 Acts of Faith author |
| 8 Doesn't stand pat | 56 FDR's rent-fixing org. | 99 Milano miss |
| 13 Spoke, Sandy-style | 57 Reached maturity | 102 Signs up players |
| 18 Date | 60 Jerk's offerings | 104 Slash meaning |
| 21 La ____ (Huguenot battle site of 1627) | 61 Fine person? | 105 Camp David et al. |
| 22 Ivanhoe's love | 65 Best known of the Cynic philosophers | 106 Cookware buys |
| 24 Salesman's assignment | 66 Nancy Drew's beau | 108 Superstar |
| 26 She played the principal in <i>Grease</i> | 67 Hosts the story hour | 110 Ambivalent answer |
| 27 Intricate | 69 Like anarchists | 111 Potent brew |
| 28 Santa Maria milieu | 71 <i>John Brown's Body</i> poet | 112 Rental sites |
| 29 "Runaway" singer Shannon | 73 Pearl Mosque setting | 115 Ultra |
| 30 Embarrassed ones' shades | 74 Peacock throne occupant | 116 Hostess's asset |
| 32 Holst inspiration | 75 Plagues | 119 Set aside, as a date |
| 34 Bribes | 76 Ambiance | 120 They hold irises |
| 35 Decrease? | 78 Laughed heartily | 124 Hungarian horseman |
| 37 Out of the slammer | 80 Ox tail? | 126 County of western Ireland |
| 38 Gorges oneself | 81 <i>Histoire de Gil de Santillane</i> | 127 Choice dish |
| 40 <i>Quincy</i> costar Robert | 82 In a whirlpool | 129 Russian plain |
| 41 Bear out | 85 1992 Wimbledon champ | 130 Early hrs. |
| 43 "Swinging on ____" | 87 Present a problem | 131 Area west of Chinatown |
| 45 Whitman samples | 88 Diamond girl | 133 Gray Panthers foe |
| 46 More like a black hole | 89 ____ and <i>Present Danger</i> | 135 Mature |
| 48 Big name in germ warfare | 91 Piece of the rock | 136 Clothes line |
| 49 Kevin McAllister's situation in film | 92 Visit | 138 Winner of tennis's 1975 U.S. Open |
| 51 London length | 94 Last word in the complete title <i>For Colored Girls ...</i> | 140 Is older than |
| 52 Rapper Tone ____ | 96 Color for movie slippers | 142 Pkg. marking |
| | | 143 "One ringy-dingy" lady |
| | | 145 Isosif Vissarionovich Dzhugashvili |
| | | 147 Indians' neighbors |
| | | 149 Food additives |
| | | 150 Male-ordered? |
| | | 151 Got |
| | | 152 Compass reading |

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK
UNTIL YOU READ
PAGE 37!

EASY CLUES ★



ACROSS

- 1 Own
8 Sketches
13 Barked like Sandy
18 Match a raise, in poker
21 New ___, New York (setting for *The Dick Van Dyke Show*)
22 Ivanhoe's love (AN OWER anag.)
24 Northwest or Yukon
26 Star of *Our Miss Brooks*: 2 wds.
27 Cleverly intricate (ADD ALE anag.)
28 "Columbus sailed the ___": 2 wds.
29 The first U.S. state: Abbr.
30 Colors of very embarrassed peoples' faces: 2 wds.
32 Mercury, Mars, Venus, etc.
34 Soaks up gravy
35 Magnetic metal
37 Uncoiled suddenly
38 Eats like a pig, in slang (S.S. REEFS anag.)
40 "How was ___ know?": 2 wds.
41 State under oath
43 ___ *Is Born*: 2 wds.
45 Sonnets, e.g.
46 More tightly populated
48 Bathroom disinfectant brand
49 Macaulay Culkin movie of 1990: 2 wds.
51 Length just over a yard, to an Englishman

- 52 Site: Abbr.
54 Residents of Caracas
56 ___-Locka, Florida (in JEOPARDY)
57 Bloomed
60 Bubbly drinks
61 Writer of a summons
65 Greek philosopher who looked for an honest man
66 Actor Beatty
67 Tells a story
69 Against the government
71 Writer Stephen Vincent
73 Taj Mahal site (in VAGRANT)
74 Iranian ruler, formerly
75 Attacks from all sides
76 ___ ring (color-changing '70s jewelry)
78 Bellowed like a lion
80 Chemical suffix for cyan or ox
81 *Gil* ___ (novel by Alain René Lesage) (LABS anag.)
82 Moving in a vortex
85 Tennis star Andre
87 Sit for a painter
88 ___ Abner
89 *On ___ Day You Can See Forever*: 2 wds.
91 Cheese chunk
92 "___ the Name of Love": 2 wds.
94 Sufficient, informally
96 July birthstone
97 *Love Story* author Erich
99 Miss, in Italy
102 Army enlistees
104 ___ capita
105 Runs from the enemy

- 106 Frying pans
108 Superb
110 Equivocal
answer: 3 wds.
111 Beer's cousin
112 Places to rent movies on tape: 2 wds.
115 In addition
116 Bracelet ornament
119 Forget to shut: 2 wds.
120 Eye layers (SUAVE anag.)
124 Hungarian cavalryman (US RASH anag.)
126 Writer ___
Boothe Luce
127 Bit of food (DIVAN anag.)
129 Treeless plain of Russia
130 Mornings: Abbr.
131 Posh San Francisco neighborhood: 2 wds.
133 Discriminator against senior citizens
135 Ready for picking
136 Stitch line
138 1975 U.S. Open champ Manuel (TREASON anag.)
140 Comes before on a timeline
142 Cape ___, Massachusetts
143 Lily Tomlin's operator character
145 Lenin's successor
147 It's spoken in Katmandu
149 Vitamins and minerals
150 Male chauvinist pig, for one
151 Reached, as a goal
152 Direction opposite NNW

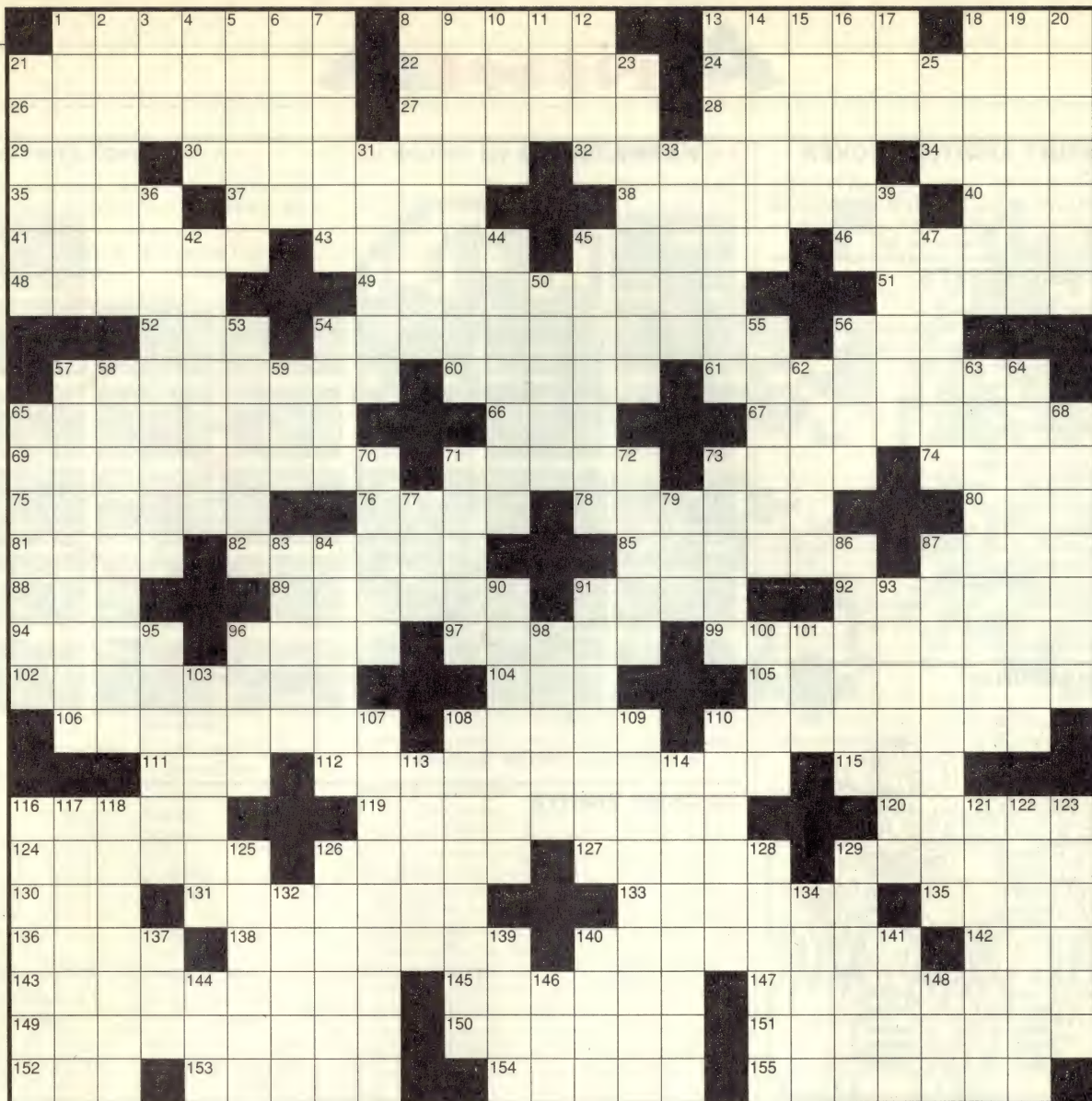
- 153 Journalists, collectively
154 Bumps into
155 Gave too little money to

DOWN

- 1 ___-stricken (poor)
2 Leopardlike cats
3 '50s-style band ___ Na Na
4 Croatian's neighbor
5 Firstborn
6 Hibernate
7 Nissan model
8 Bootie pajamas name: 2 wds.
9 Competitions away from the home stadium: 2 wds.
10 Leaves open-mouthed
11 Marry
12 Crackle and Pop's buddy
13 Reparation for sins
14 School time-out
15 Worries
16 Cleaned the blackboard
17 Loud noise
18 Entertainer who performs alone
19 Volcano, at times
20 Ugly standout
21 Button used to try a busy number again
23 ___ Day (April 1): 2 wds.
25 Ted Turner's superstation
31 Hurried
33 Madison Square Garden, for one
36 New words
39 ___ *fidelis* (Marine motto)
42 Most snail-like
44 Changed district lines

- 45 Person who begs
47 ___ a pin (spotless): 2 wds.
50 Poet W.H.
53 "Ten ___ Dance": 2 wds.
54 Three-piece suit part
55 Burns the edges
56 Gumbo veggie
57 Subtle distinctions: 2 wds.
58 "Fat chance!": 2 wds.
59 Stephen of *The Crying Game*
62 Mother's Day mailings
63 Addis Ababa resident
64 Draws inferences from: 2 wds.
65 Trifling amateur
68 Singer Easton and namesakes
70 Poet Dickinson
71 South American ropes with balls
72 "... and ___ a goodnight!": 2 wds.
73 Saudi natives
77 Mine rock
79 Turkish title
83 Fry onions, e.g.
84 New York City station on which *60 Minutes* airs: Abbr.
86 ___ liberty to say (can't reveal): 2 wds.
87 Studied closely: 2 wds.
90 Tell off
91 Industrial city on the Volga (VAST OAR anag.)
93 Ripped from a book: 2 wds.
95 *Robin Hood's* Tuck et al.
96 Stir to anger

- 98 Ganders' mates
100 Angers
101 Appliances that "bring good things to life": Abbr.
103 *The Tracey ___ Show*
107 Inanity
108 Like one-speed bikes
109 Person who sculpts bushes
110 Pined (for)
113 Gave out poker hands
114 Chemical combiners (SERGEANT anag.)
116 Famed Hollywood restaurant (HE SCANS anag.)
117 "Funny bone" bone
118 Actor Armand
121 Having male and female characteristics (EPEE INC. anag.)
122 Placed side by side
123 Started a garden
125 Roto-___
126 Says "Om" over and over again
128 Prince Charles's wife, and others
129 "___ the rear of the bus, please": 2 wds.
132 Salt water
134 Chest: Prefix (THE T'S anag.)
137 Mal de ___
139 Rose stalk
140 Ballet bend (PILE anag.)
141 Region of western Germany
144 Taste a drink
146 Lumberjack's tool
148 Illuminated



ANSWER, PAGE 42

HARD CLUES (CONTINUED)

- 153 Basketball defense
154 Competitions
155 Unpaid

DOWN

- 1 Target of LBJ's war
2 Spotted cats
3 ___ Na Na
4 Embattled European
5 Primogeniture beneficiary
6 Visit Nod
7 Camry rival
8 Big name in nightwear
9 Half a season, for baseball teams
10 Blows away
11 Hitched
12 Easy task
13 Yom Kippur duty
14 Congressional break
15 Lute features
16 Rubbed out
17 Cacophony
18 Concert star
19 Volcano, perhaps
20 Either kind of sty
21 Phone button
23 Day for mischief
25 Cable superstation
31 Tried to pledge a frat
33 Game setting
36 Coinages
39 ___ fi
42 Last at Pimlico
44 Gerry-mandered
45 Defendant, at times
47 ___ a pin
50 Look, *Stranger!* poet
53 "Ten ___ Dance"
54 Endow with powers
55 Barely burns
56 Stew pods
57 Subtle distinctions
58 Dom DeLuise TV series
59 Davidson's *The Crying Game* costar
62 Hand components
63 Haile Selassie, e.g.
64 Infers
65 Casual hobbyist
68 Singer Easton et al.
70 Sister of Anne and Charlotte
71 Gauchos' weapons
72 "___ the Girls I've Loved Before"
73 Medina residents
77 Vein contents
79 ___ Khan
83 Prepare mushrooms
84 Flagship station in NYC
86 Misses
87 Studied
90 Censure
91 City on the Volga
93 Like used workbook pages
95 Roasting experts
96 Tick off
98 V members
100 Brings to a boil
101 SNL bandleader Smith et al.
103 TV's Tracey
107 Nonsense
108 Lacking a transmission
109 Edward Scissorhands, at times
110 Craved
113 Distributed
114 Lab substances
116 Noted Hollywood restaurant
117 Scapula-ulna connector
118 Banderas's *The Mambo Kings* brother
121 Effeminate
122 Side by side
123 Ranked, in a way
125 Fan
126 Mantras
128 Ross and Rigg
129 "___ the rear"
132 Pickling solution
134 Chest: Prefix
137 *Marin's* milieu
139 Goblet feature
140 Bolshoi bend
141 River to the Moselle
144 Nurse a drink
146 Give the boot
148 Drunk

ANSWERS

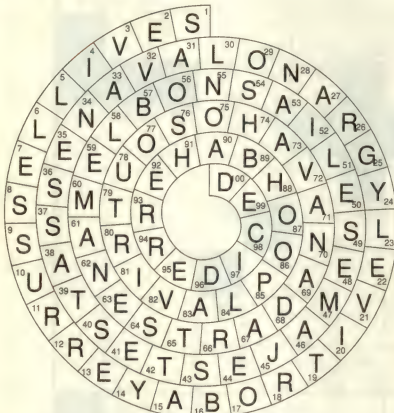
SWIMSUIT ADDITION COVER

The swimmer in the upper left moves her book slightly to cover up the "1," and the swimmer in the lower right moves her towel slightly to cover up the "5." Each of the rows then totals 39!

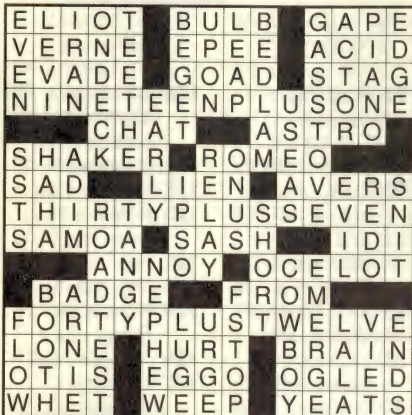
16 LIQUID ASSETS

1. Honey [generic brand]
2. Dishwashing liquid—Palmolive
3. Cranberry juice cocktail—Ocean Spray
4. Shampoo—Johnson's Baby
5. Eyedrops—Visine
6. Nail polish remover—Cutex
7. Glass cleaner—Windex
8. Syrup—Log Cabin
9. Vegetable oil—Wesson
10. Mineral water—Perrier
11. Mouthwash—Listerine Antiseptic
12. Aftershave lotion—Aqua Velva (Ice Blue)
13. Household cleaner—Murphy Pure Vegetable Oil Soap
14. Soap bubbles—Jack & Jill
15. Salad dressing—Wishbone (Robusto Italian)
16. Mouthwash—Scope (Original Mint)
17. Beer—Michelob

21 THE SPIRAL



23 SOME SUMS

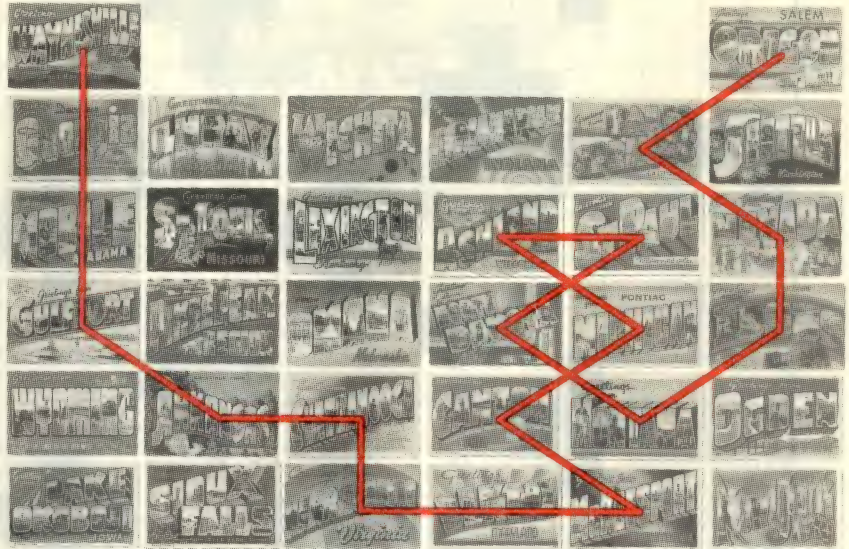


29 WORD BOUQUET

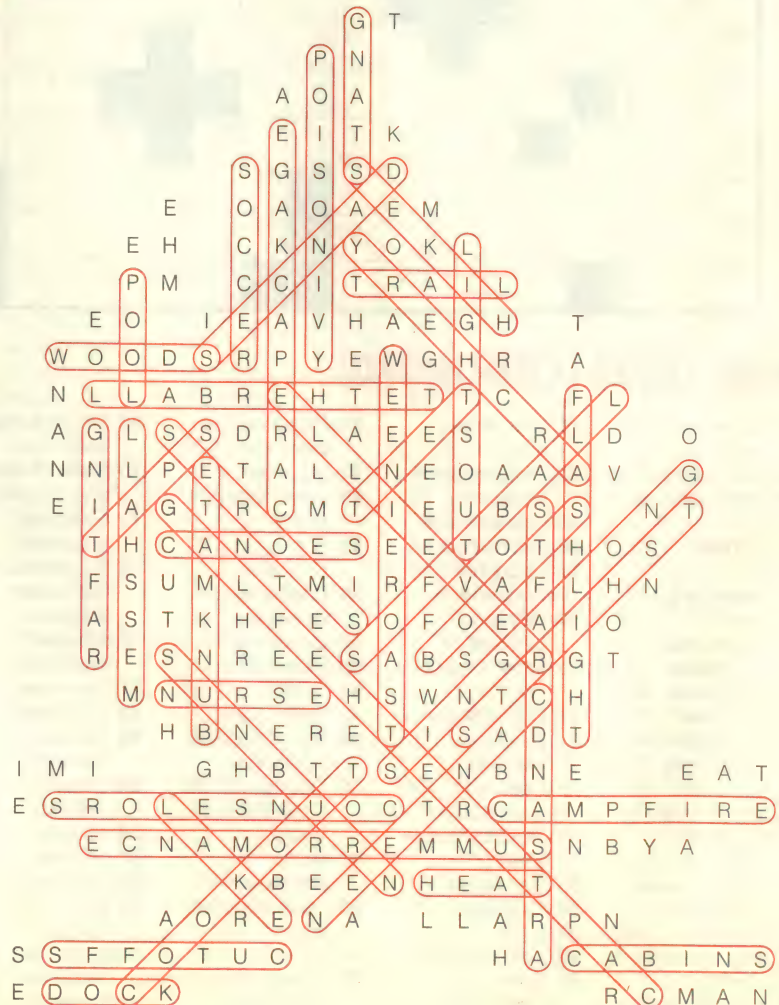
1. Tulip
2. Dandelion
3. Primrose
4. Gardenia
5. Snapdragon
6. Crocus
7. Marigold
8. Peony
9. Orchid
10. Gladiolus
11. Zinnia
12. Violet
13. Azalea
14. Amaryllis
15. Rhododendron
16. Begonia
17. Geranium
18. Chrysanthemum
19. Narcissus
20. Poinsettia

14 HAPPY TRAILS

The correct route is shown in red:



22 CAMP SIGHTS



42 AUGUST 1993 GAMES

47 EYEBALL BENDERS

1. Battery tester
2. Caps
3. Floppy disks
4. Golf ball
5. Egg carton
6. Plastic whistle
7. Tambourine
8. Roller skate
9. Popsicle
10. Airmail envelopes

50 STORIES TO SOLVE

1. The Snowman

The "more" their grandfather told them about was to pack a ramp of snow against the biggest ball of snow. Their second snowball was too heavy to lift, but not too heavy to roll uphill. After building the snow ramp higher and rolling up the third snowball, they simply dug away the ramp and left their snowman standing.

2. Crowing Kettles

Worried that the rooster might really crow, the thief had not touched the old kettle. His hands were the only ones without any soot from its bottom.

3. The Bet

John had also made a bet for \$100 with the neighboring plantation owner. He bet he could throw eggs all over Colonel Blake's parlor and that the colonel would only watch and laugh. By losing the first bet on purpose, John had managed to outsmart both men at the same time.

Text of "The Snowman," "Crowing Kettles," and "The Bet" from *MORE STORIES TO SOLVE* by George W.B. Shannon. Copyright© 1989, 1990 by George W.B. Shannon. By permission of Greenwillow Books, a division of William Morrow & Company, Inc.

53 ARE WE THERE YET?

Possible answers to "Carismatic Characters": Steve Martin, Marie Osmond, Omar Bradley, Billy Idol, Ivan Lendl, Leif Ericson.

64 PIC-TAC-TOE

1	2	3
4	5	6
7	8	9

Across

- 1-2-3 "Pool" (swimming pool, pool table, betting pool)
 4-5-6 "Apple" (apple tree, Apple computer, The Big Apple)
 7-8-9 "Peanuts" (roasted peanuts, "Peanuts" comic strip, peanut butter)

Down

- 1-4-7 "Trunk" (swimming trunks, tree trunk, elephant's trunk)
 2-5-8 "Screen" (big-screen TV, computer screen, porch screen)
 3-6-9 "New York" (Buffalo Bills, New York City, New York Knicks)

Diagonal

- 1-5-9 "Board" (diving board, keyboard, backboard)
 3-5-7 "Animal" (Buffalo, mouse, elephant)

Photo credits: Pictures #1, #7—Bettmann; #2, #5, #6, #9—New York Public Library; #3—Jimmy Cmyk; #4—Terhune Orchards; #8—Carl Waltzer

WILD CARDS

60 FOR THE DOG DAYS

- | | |
|--------------------|-----------------------|
| 1. Legal beagle | 6. Basset facet |
| 2. Poodle doodle | 7. Collie trolley |
| 3. Merrier terrier | 8. Careless hairless |
| 4. Musky husky | 9. Smug pug |
| 5. Setter petter | 10. Peppered shepherd |

60 CREATURE FEATURES

Some possible answers are:

Alligator, Planet of the Apes
The Bad News Bears, Bat 21, The Birds, The Love Bug, Raging Bull, Butterflies Are Free
Cat on a Hot Tin Roof, Three Days of the Condor, "Crocodile" Dundee, The Sterile Cuckoo
101 Dalmatians, The Deer Hunter, Dog Day Afternoon, The Day of the Dolphin, Duck Soup
Legal Eagles, The Elephant Man
The Maltese Falcon, A Fish Called Wanda, The Flamingo Kid, The Fly, The Desert Fox, Frogs
Father Goose, Gorillas in the Mist
Horse Feathers
The Night of the Iguana
The Day of the Jackal
Kangaroo, Kitten With a Whip
The Silence of the Lambs, The Lion in Winter, The Day of the Locust
Of Mice and Men, To Kill a Mockingbird, Monkey Business, The Mosquito Coast, Two Mules for Sister Sara
Nighthawks, A Nightingale Sang in Berkeley Square
The Owl and the Pussycat, The Ox-Bow Incident
The Pink Panther, One-Trick Pony, Monty Python and the Holy Grail
Who Framed Roger Rabbit, The Raven, Robin Hood
The Sandpiper, The Seventh Seal, Kiss of the Spider Woman, The Black Stallion
What's Up, Tiger Lily?, Cold Turkey, Teenage Mutant Ninja Turtles
The Vulture
The Whales of August, Dances With Wolves
Ice Station Zebra

60 REDUNDANT WORDS

The redundant words are OLEOMARGARINE and TAXICAB.

60 C-IN-C SUM

$$\begin{array}{r} 530890 \\ + 5614874 \\ \hline 6145764 \end{array}$$

60 A QUESTION OF AGE

Cleo is 16 years old; Arthur is 12; Georgia is 10; Barbara, Edward, and Francine—the triplets—are 8; and Darla is 4.

60 ON A FIRST NAME BASIS

1. Simon & Garfunkel
2. Burns & Allen
3. Abbott & Costello
4. Siskel & Ebert
5. Rodgers & Hammerstein
6. Laurel & Hardy
7. Huntley & Brinkley
8. Rowan & Martin
9. Lunt & Fontanne
10. Woodward & Bernstein
11. Hall & Oates
12. Masters & Johnson
13. Strunk & White
14. Stiller & Meara
15. Sacco & Vanzetti

61 VOWEL PLAY

The name is John, which can become Jan, Jane, Jean, Jen, Joan, and June.

61 STATE FARE

- | | |
|----------------|---------------|
| 1. Coca-Cola | 12. Concorde |
| 2. Calamine | 13. Calamari |
| 3. Marine | 14. Almond |
| 4. Arcade game | 15. Invade |
| 5. Pamela | 16. Mainland |
| 6. Mandarin | 17. Memorial |
| 7. Gandhi | 18. Pascal |
| 8. Malarial | 19. Floral |
| 9. Condor | 20. Coal mine |
| 10. Ordeal | 21. Malawi |
| 11. Alpaca | 22. Ganymede |

62 ELIMI-NATIONS

Set I

1. Syria
2. Poland
3. Cameroon
4. France
5. Algeria
6. Iceland
7. Niger
8. Grenada

The eliminated letters spell SPONGIER, which is a rearrangement of SINGAPORE with the A eliminated.

Set II

1. China
2. Senegal
3. Israel
4. Mongolia
5. Latvia
6. Zaire
7. Sweden
8. Egypt

The eliminated letters spell AERATING, which is a rearrangement of ARGENTINA with the N eliminated.

62 SAVINGS COUNT

The women had saved \$450 each on May 15.

63 TIME FOR A CHANGE

The greatest change of lit diodes occurs from 7:59 to 8:00, when 5 additional diodes are lit.

63 O-MISSION

1. RHINO
2. INTRO
3. KILO
4. STENO
5. PORNO
6. NYMPHO or KLEPTO
7. CONDO
8. AUTO
9. MAYO
10. DEMO
11. MONO
12. PSYCHO
13. SCHIZO
14. HIPPO
15. INFO
16. EXPO
17. DISCO
18. CHEMO
19. BRO
20. LIMO

In a word ladder puzzle the object is to get from one word to another by changing one letter at a time to create a new word without changing the order of the letters. For example, to get from WARM to COLD, your path might be WARM, WARD, WORD, CORD, and COLD. In the puzzles on this page every step is the

name of a celebrity. Given the first or last name of each famous person, can you fill in the other names to complete the ladders? To help you, a brief description of the celebrities appears below each set. Consider yourself a true social climber if you can complete five or more of the ladders.

ANSWERS, PAGE 42

1

John — — — — —
 — — — — —
 — — — — —
 — — — — —
 Pete — — — — —
 — — — — —
 — — — — —
 — — — — —
 Mary — — — — —
 — — — — —

1. TV show host 2. Movie actress 3. First Lady 4. Rock drummer
 5. TV emcee 6. Cartoon character 7. TV show host

2

Jay — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 Nathan — — — — —
 Arsenio — — — — —
 — — — — —

1. Talk show host 2. Singer 3. Movie actress 4. Comic actor
 5. Movie actor 6. Western actress 7. War hero 8. Talk show host

3

— — — — —
 — — — — —
 Shelley — — — — —
 — — — — —
 Connie — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 Virginia — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —

1. Baseball player 2. TV actress 3. Baseball manager 4. Swimmer
 5. Movie actress 6. Colonial baby 7. Self-help author 8. TV actress
 9. Comic actor 10. Baseball player

4

— — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 James — — — — —
 William — — — — —
 — — — — —
 — — — — —
 Carol — — — — —
 Immanuel — — — — —
 — — — — —
 Clark — — — — —
 Peter — — — — —
 — — — — —
 Richard — — — — —
 — — — — —
 Al — — — — —
 — — — — —

1. President 2. Humorist 3. Basketball player 4. Filmmaker
 5. Interior Secretary 6. TV actor 7. Movie actress 8. Comic actress
 9. Philosopher 10. Comic book character 11. Novelist
 12. Film critic 13. Movie actor 14. Vice-President

5

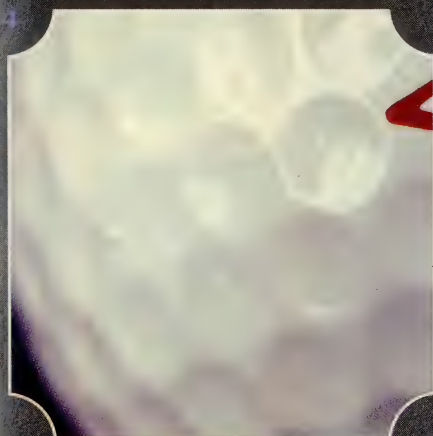
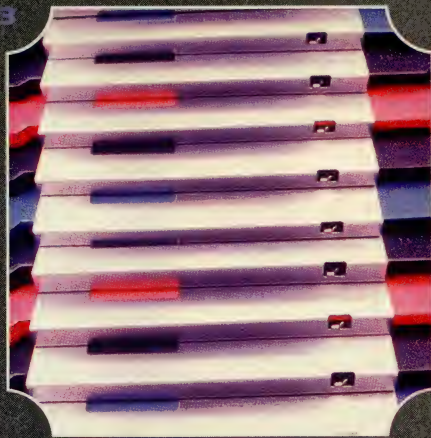
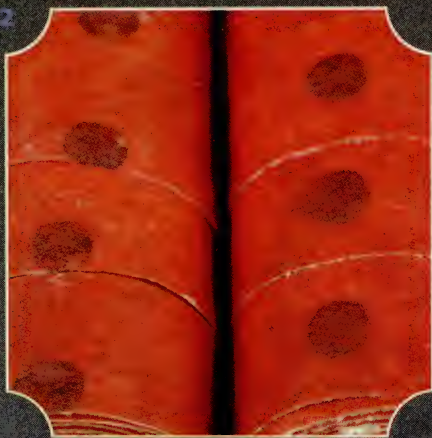
A.J. — — — — —
 — — — — —
 — — — — —
 Victoria — — — — —
 — — — — —
 Samuel — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —

1. Racecar driver 2. Baseball player 3. Gothic novelist 4. Inventor
 5. Songwriter 6. Racecar driver

6

— — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 — — — — —
 Karl — — — — —
 — — — — —

1. Socialist author 2. Comedian 3. Movie actor 4. Movie actress
 5. Socialist author



WHAT ARE THESE OBJECTS

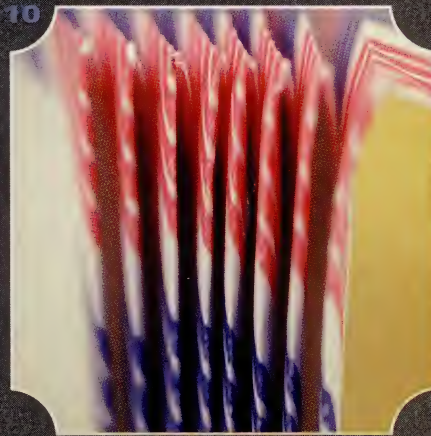
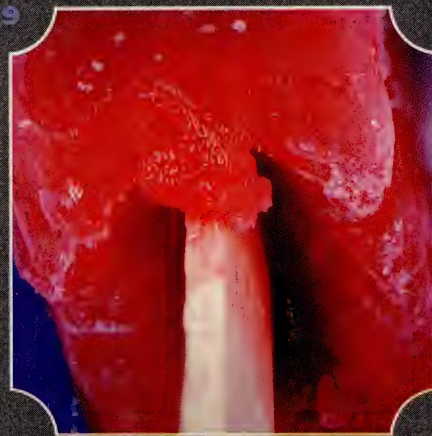
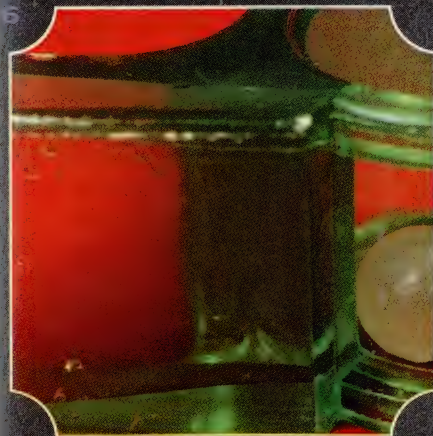
eyeball benders
photographs by
keith glasgow

clues

1. charge!
2. pop's source for kids
3. great memories
4. white on green?
5. shell shack
6. tootle-oo!
7. whole lot of shakin' going on
8. wheely big shoe?
9. good-humored fun
10. posthaste



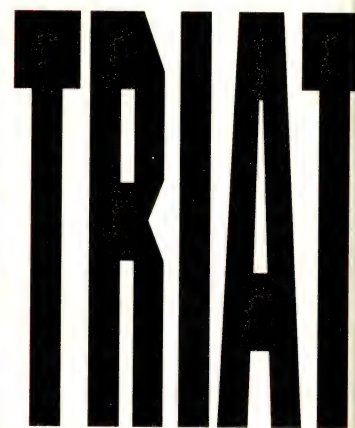
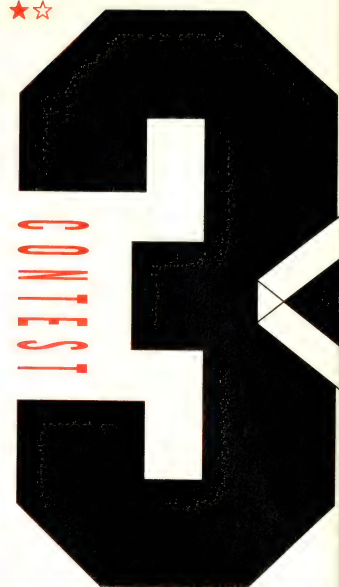
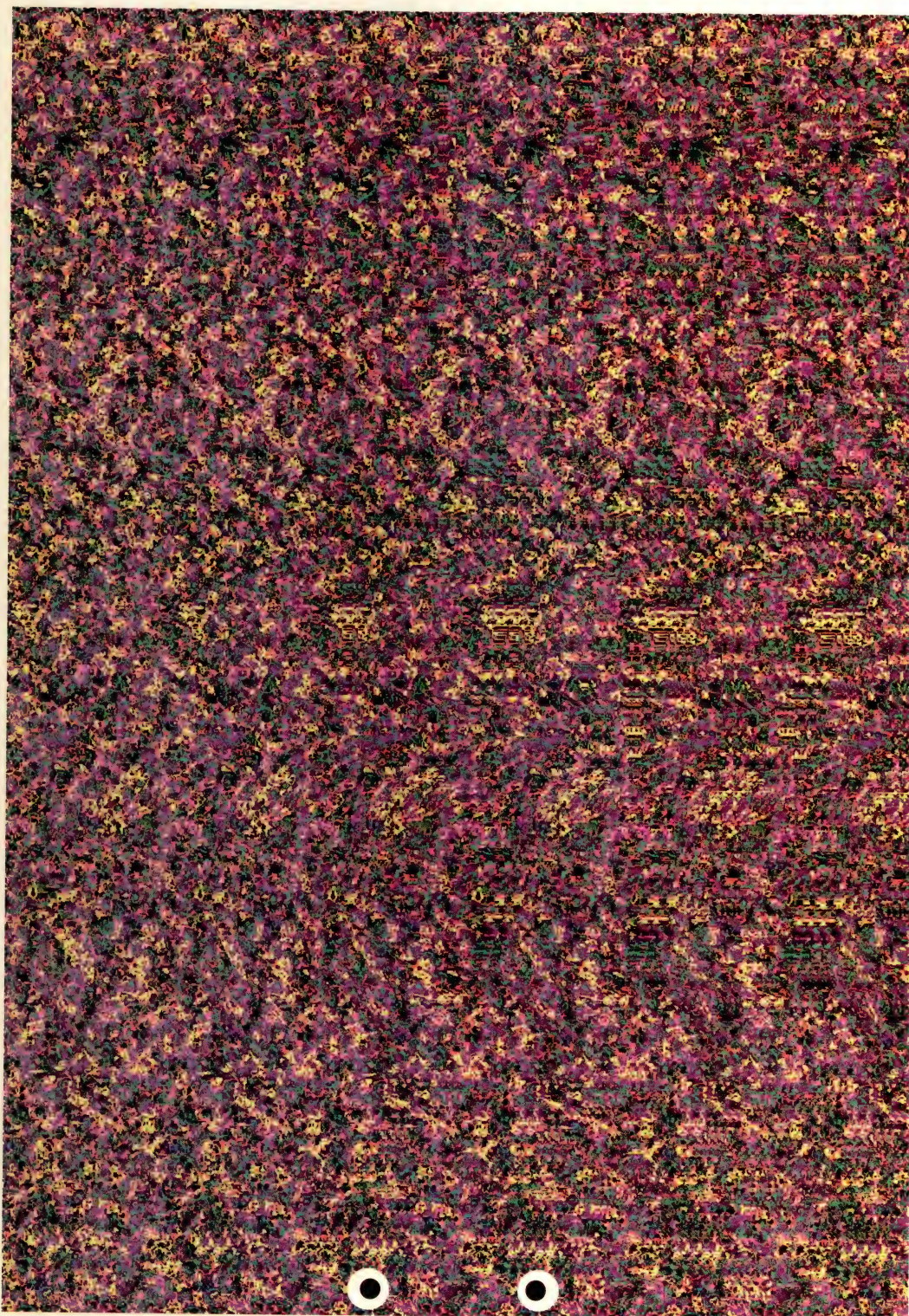
answers, page 43



Three's a crowd, some say. But when it comes to 3-D pictures, just two won't do. This is, coincidentally, our third contest in the 3-D pictures called stereograms—blocks of seemingly random dots and patterns in which you can see three-dimensional images without the need for special glasses. Appropriately, we've made this contest a triathlon, with three separate 3-D puzzles for you to solve. If this is your first experience with stereograms, check out the beginner's viewing instructions at the bottom of page 49.

How to Enter Send us the answers to the three puzzles shown here.

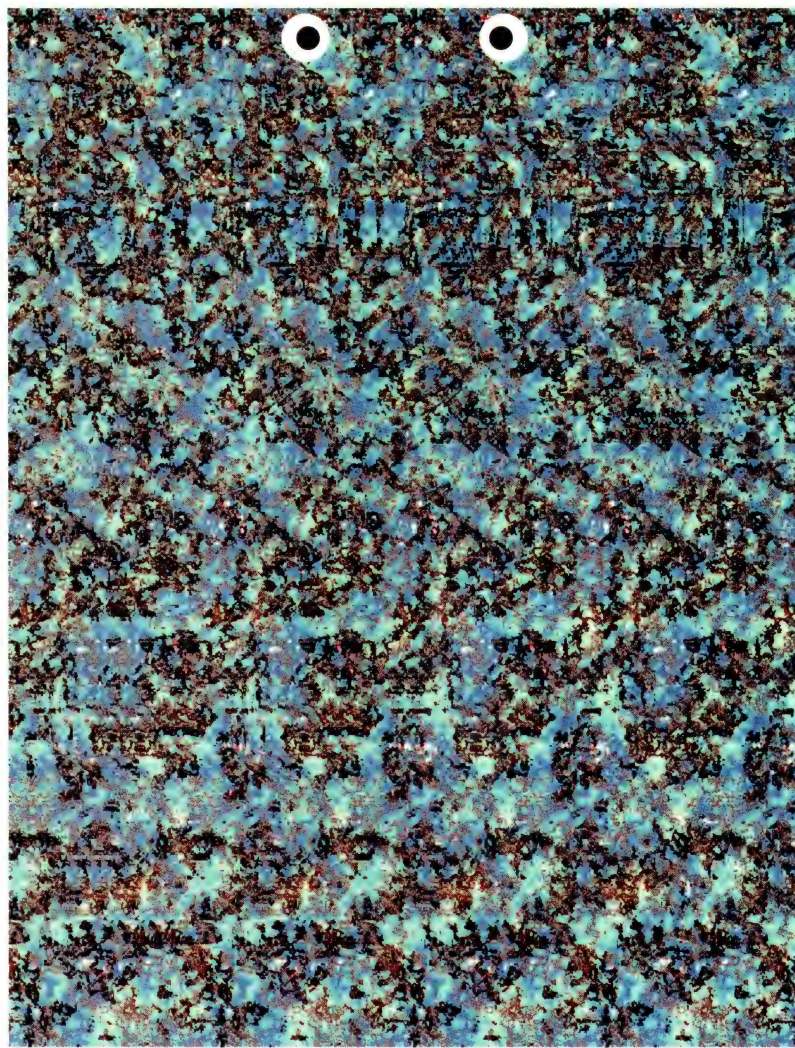
Winning One entry containing all the correct answers will be drawn at random for the grand prize. Ten runners-up will receive GAMES T-shirts. Mail your entry, along with your name and address, to: **3-D Triathlon, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by September 1, 1993.**



1. OFF WITH THEIR HEADS!

The first stereogram (left) contains pictures of 10 familiar objects. See if you can identify them. If your identifications are correct, you'll be able to "behead" the names of five of them (that is, delete their initial letters) to spell the names of the other five. For example, if the stereogram showed a CLAMP and a BEAGLE, it would also have a LAMP and an EAGLE.

When you've identified all the pictures and made the appropriate beheadments, take the five beheaded letters and rearrange them to spell a word that is related to beheadments. This word, by the way, can itself be beheaded to spell *another* word. Name this five-letter answer.



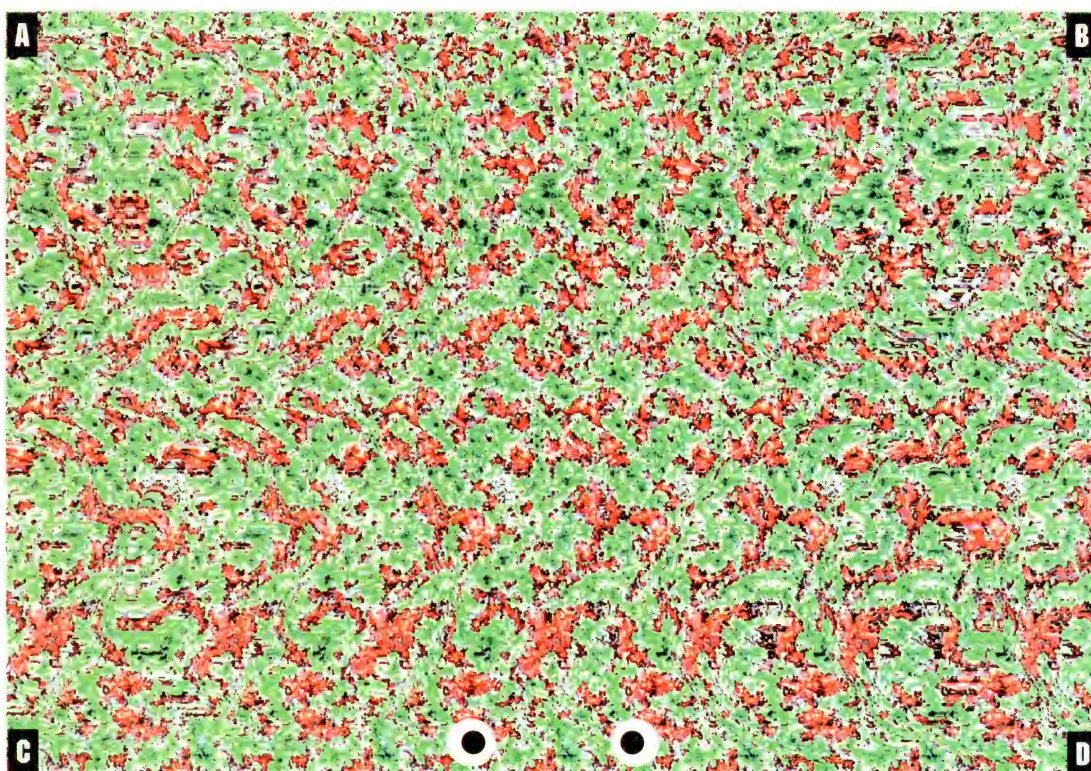
2. ENGINE TROUBLE

The stereogram at left contains pictures of two train engines, one facing left and the other facing right. The engines themselves are identical except for six details. Study the engines closely. Not counting their orientation, what are the six differences between them?

3. INS AND OUTS

The final stereogram (below) contains pictures of four disks, each of which has several knobs and holes in its surface. Two of these disks can be rotated so their faces fit together into a single piece, with each one's knobs fitting into the other's cavities. Which two disks can be combined in this way?

How to View Hold the page level, about a foot in front of your eyes. Note the pair of marks at the edge of the image. Relax your gaze, as if you were looking *beyond* the page, until you see each mark split in two. Try to widen that split until the two central marks meet and merge. You should see depth in that merged mark. Focus on it. Then slowly move your gaze into the image and you'll see depth there, too! 3-D without the glasses!



STEREOGRAMS
BY
DAN
DYCKMAN

Stories with puzzles
for the reader or
listener to solve
are as old as stories
themselves.

Traditionally, these
have everyday heroes
—average people
lacking money, power,
or special physical
strength—who rely on
their native ingenuity
to solve a perplexing
dilemma. Your
challenge as the reader
is to match the heroes'
cleverness. Below are
three examples of this
centuries-old
tradition. The first
is adapted from an old
Korean story, and the
next two are
American folk tales.

ANSWERS, PAGE

43



Stories to solve

TOLD BY GEORGE SHANNON

1. THE SNOWMAN



Once, when it began to snow, three brothers decided they would make the biggest snowman their village had ever seen. All three rolled their snowballs bigger and bigger. When each ball got too big for one to push, two pushed, then all three together. When they couldn't move the biggest of the three balls anymore, they stopped.

The brothers tried to lift and stack the second ball on top of the first, but they could not. They had done such a good job of making them big that the balls were too heavy to lift. They were beginning to scrape the snowballs down to make them smaller when their grandfather came home.

"Aren't you doing that backward?" he asked.

When they explained their problem, their grandfather said, "You don't need less. You need more." And he told them what to do.

By the time their supper was ready, the boys had finished making the biggest snowman their village had ever seen. It was as tall as all three boys sitting on one another's shoulders. How could they have done this?

2. CROWING KETTLES



Years ago a traveling preacher stopped for the night at an inn in the country. Not long after the preacher had fallen asleep, other folks came to the inn to gamble and drink. Before long, some money was missing, and they all were arguing at the top of their lungs. When the preacher heard the ruckus, he got up to see what the trouble was.

He told them if they'd just quiet down and give him a little help, he'd be able to solve everything.

He had them get a rooster and a big old kettle from the fireplace. After he had covered the rooster with the kettle and covered the fireplace as well, he blew out all the candles and lamps.

"Covered roosters always catch a thief," said the preacher. "I want everyone to come

up and touch this kettle. When the thief puts a finger on it, the rooster will crow and I'll grab him right then and there."

Everyone there shuffled up through the dark to touch the kettle, but the rooster never crowed.

"Sorry," said the preacher. "Must be a sickly rooster. Light the lamps and candles, and stir up the fire."

By the time people could see in the room again, the preacher knew who had taken the money. How?

3. THE BET



In the old South when people claimed they could own other people, there lived a slave, named John, who could outsmart anybody for miles around. He was always making bets, and he never made a bet he didn't win. This only made people more eager to bet with him. Everyone, including Colonel Blake, wanted to say that he'd been the first to outsmart John.

"I'll bet you," John said to him one day, "that I can stand at one end of your parlor and throw a raw egg all the way across the room and onto the fireplace mantel without breaking the egg. I'll bet you \$50, all the money I have."

The colonel quickly agreed to the bet. He was certain nobody could throw a raw egg without having it break.

"I'll even give you a dozen tries," he told John.

The first egg John threw smashed on the edge of the mantel. The second hit the candlestick sitting on top. The third egg smashed and smeared the paint above the mantel, but the colonel just laughed. He was happy because he was going to be able to say he was the first to outsmart John on a bet. John threw all 12 eggs, but not one landed without breaking.

"Looks as if I won the bet," said Colonel Blake with a bragging smile.

"Yes," said John. "Sure looks that way."

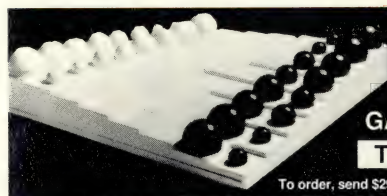
John paid the colonel the \$50, but when he went to bed that night, John was still \$50 richer from the day's betting. How?

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Are We There Yet?

SIX CAR GAMES TO PLAY ON SUMMER TRIPS

1. MATCHMAKER, MATCHMAKER

How many can play? 2-4

Time needed 30-60 minutes

Equipment 20 cardboard squares and a flat surface to play on (like the back seat of a car)

Getting ready Cut out 20 squares of equal size from a piece of cardboard. Print each of the signs listed here on one side of a square.

STOP	FALLING ROCK
ONE WAY	ZONE
YIELD	UNLAWFUL TO
HOSPITAL	LITTER
TELEPHONE	SPEED ZONE
NO TURNS	AHEAD
MERGE	SPEED CHECKED
EXIT	BY RADAR
EXIT ONLY	KEEP RIGHT
HILL	NO U TURN
DO NOT ENTER	NO TURN ON RED
BRIDGE AHEAD	SLIPPERY WHEN WET

(You can vary the signs according to what kind of roads or streets you expect to be on.)

Then turn all the squares face-down and mix them up.

How to play Players go one at a time and in order. Each player chooses a sign when it's encountered on the road, announces it, and then turns any square faceup. If the square matches the sign, the player keeps it and gets to go again. But if it doesn't match, the player shows it to the other players and returns it to its original position. Then the next player goes.

And the winner is ... the player who has the most squares after they've all been picked up, or when an agreed-upon time limit has been reached.

2. TARGET PRACTICE

How many can play? Any number

Time needed It's up to you

Equipment Pencil and paper for each player

How to play Players decide on a common target number that each person will try to reach by adding smaller numbers together. For example: 27 (target number) = 3 + 16 + 7 + 1.

Using any variety of road signs (speed limits, route numbers, store and house numbers, exit and mileage numbers, etc.) and/or license plates, players spot numbers, call them out,

By Richard Salter



and keep a running total of them on paper. The object is to land *exactly* on the target number. For example, with the target number 27, if you had a 9, 6, and 8, you would need to find a 4 to take the game in one shot. Players can play all at once, or, if that's too confusing, play one at a time, with a record being kept of each person's time.

And the winner is ... the first player to reach the target number (or reach it in the shortest time, if everyone plays separately).

3. IS IT A MILE YET?

How many can play? Any number

Time needed 2 minutes or so

Equipment None

How to play This is a silly game to play when you're on a highway that has measured mile markers. The driver announces the beginning of a measured mile. All players close their eyes and keep them closed until they think the car has passed the second marker.

And the winner is ... the player who calls "Mile's up!" soonest *after* the second mile marker is passed.

4. FAST-FOOD TAKEOVER

How many can play? Any number

Time needed 45-90 minutes

Equipment Pencil and paper for each player

How to play Players decide on a time limit for the game. Then each player selects a fast-food restaurant chain that he or she will own. For example: Arby's, Bob's Big Boy, Burger King, Domino's Pizza, Howard Johnson's, McDonald's, Pizza Hut, Roy Rogers, Wendy's, etc.

At the word go, restaurateurs begin looking for their restaurant on or off the road, as well as its name on billboards, exit markers, and food/fuel signs. They may also listen for their restaurant's name on the radio.

Findings are worth 1 point each. Owners call them out as they see or hear them and record them on paper.

After all owners have 2 or more points, players may begin stealing points from each other. For example, if Mike sees Mom's restaurant before she does, Mike gets 1 point and Mom loses 1 point. If Mike makes Mom's score go down to 0, Mike takes over Mom's restaurant and uses it to get more points along with his own. The only way for Mom to get her restaurant back is to find one before Mike does. Meanwhile, she can still earn points by spotting other owners' restaurants before they do.

And the winner is ... the owner who has the most points when time is up.

5. CARISMATIC CHARACTERS

How many can play? Any number

Time needed It's your call

Equipment Pencil and paper for each player

How to play Name the make of the first car that you pass—for example, Oldsmobile. The object is to take each pair of consecutive letters in its name and think of a famous person with those initials. For example, starting from the beginning, O-L could be Oscar Levant, L-D could be Leo Durocher, D-S could be Diane Sawyer, etc. (Can you think of an

answer for each of the remaining six pairs of initials in OLDSMOBILE?

Answers, page 43.) Answers may be called out in any order. Score 1 point each. When all the combinations have been answered, or when players agree to stop, players may pick a new car and begin again.

And the winner is ... the player with the most points when time is up.

6. TOLLED YOU SO

How many can play? Any number

Time needed Let's hope no longer than 10 minutes

Equipment A pencil and a copy of the target list for each player

Target list

- a vanity plate
- a dog in a car
- a car with no front plate
- a car with at least three rear bumper stickers
- a luggage rack
- a convertible
- a hood ornament
- a car with a passenger in the back seat only
- whitewall tires
- a temporary license plate in the rear window
- a flashing directional signal
- a college decal on a window
- the word "turbo" on a car
- a woman in a car wearing a hat
- a man in a car smoking
- an out-of-state plate
- a bus
- a Volkswagen "Beetle"
- an AAA sticker anywhere on a car
- something dangling from the rearview mirror

How to play The game begins when your car comes to its first complete stop at a crowded toll station. Going all at once, players try to find as many of the listed targets as they can. Each target is worth 1 point, can be used only once, and must be identified and announced as it is seen. Example: "Vanity plate on the green Cadillac over there."

As your car approaches the tollbooth, the player with the most points must make any toll plaza worker or any other driver wave or say "Hi" or "Hello," or else forfeit the game to the player with the second highest number of points.

And the winner is ... the player who scores the most points (while also satisfying the last rule).

GAMES & BOOKS

PARTY GAME

WHO ZAT

COMPANY IRWIN TOY, 43 HANNA AVE., TORONTO, ONT. M6K 1X6 CANADA **PRICE** \$34 (U.S.) PPD.
NUMBER OF PLAYERS 2 OR MORE **PLAYING TIME** 45 MINUTES



If you never watch TV or go to the movies or read *People* magazine, don't bother playing this new game, which is based on identifying caricatures of household names in entertainment, politics, sports, and other fields.

Each of the 340 caricature cards supplied is divided into four panels. Three of them show various parts of the entire picture, which can be seen, along with the solution, on the fourth panel. Each turn a different player acts as host and shows the other players the three clues one at a time. Players advance three spaces on the board for identifying the celebrity on the first clue, two on the more revealing second clue, and one on the third, which shows most of the entire picture. A wrong guess, however, forces you to move back a like number of spaces.

A player who identifies three celebrities in a row on

the first clue earns a bonus card, allowing that player to advance extra spaces. In the many games I've played, however, I've never seen this happen—which should tell you something about how tricky these caricatures can be.

Although artist Marshall Jay Kaplan has done an admirable job on these pictures, a few of them are wildly off the mark. Also, some celebrities are famous only in Canada (where the game originates). These small frustrations don't really affect gameplay, since you spend only a minute or so on a card before moving to the next one. On the other hand, being the only player to name one of these celebs based only on a single eyebrow is as satisfying a feeling as you're ever likely to have. ■—Eric Berlin



COMPUTER GAME

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FAMILY GAME

TYRANNO EX

COMPANY AVALON HILL **PRICE** \$30 **NUMBER OF PLAYERS** 2-4, AGES 12+ **PLAYING TIME** 2 HOURS+



Reading the rules of this game may tempt you to throw up your hands and decide it's too difficult. It really isn't; it's just different.

Your objective is to help your chosen species of prehistoric animals evolve

COMPUTER GAME

CONTRACTION ZACK

FOR MS-DOS COMPUTERS; THE SOFTWARE TOOLWORKS, UNDER \$50



There you are in the middle of a factory in which nothing works right. Your job is to move from room to room flipping switches, pressing buttons, and repairing broken parts to put the whole grand mechanism in working order.

Although each room is a separate puzzle or set of puzzles, the actions you take in one place may have effects far beyond it. For instance, a switch in one room may open a door or a barrier that blocks access to a second switch elsewhere. You can't immediately be sure of the distant effect of any action, but at

least all switches and buttons are the same color as the parts they control.

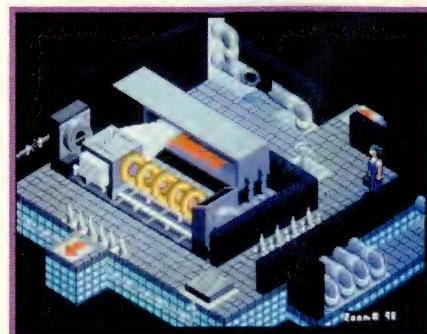
Each of the six levels is independent of the others and involves the repair of one major system. The 10 or so rooms on each level are connected by arrows to make sure you won't miss any.

As the chief mechanic, you can't do much without your toolbox, but malicious coworkers have taken it and scattered the tools all over the place. Since you will need your tools to fix broken pipes, cut wires, loosen screw plates, etc., finding them is a high priority. The game is challenging but not too much so, with only one or two really tricky rooms. In contrast to The Incredible Machine (reviewed on this page), in which you have to use tools in creative ways, Contraction Zack involves more traditional problem-solving.

The rooms are seen from an oblique angle, allowing you to see everything in

a room at once. Because you often must move diagonally, I recommend using the keypad instead of a joystick. The cartoonish graphics are quite colorful, and the music and sound effects are good, especially in the animation sequences.

The puzzles are so engrossing that you may feel a twinge of regret when you get to the last one. Maybe there'll be a sequel soon? ■ —Russ Ceccola



objects that can't be moved but can be affected—a cannon, for example, will fire a cannonball if you can figure out how to light its fuse—as well as a selection of props and tools, some or all of which will be needed to complete a given task. The first 21 levels are tutorials that teach you how the props and tools work.

Using the correct props and tools in connection with the stationary objects, you must build a machine to do a certain job. For instance: "Use the boxing gloves to punch the baseball up to the metal pipes"; or "Save Bob the



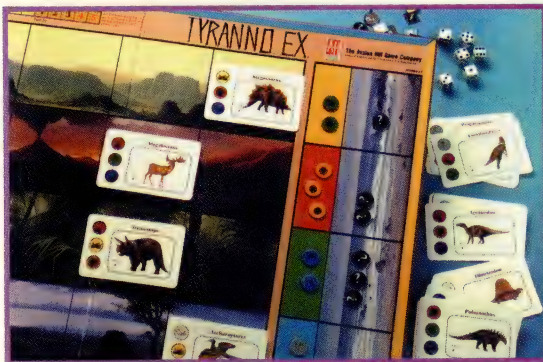
Fish from the cannonball that will smash his fishbowl." One of the wonderful things about the game is that it rewards experi-

mentation; most goals have many possible solutions. Maybe the flashlight is meant not to be lit but to block the cannonball? Hmm ...

The program includes a "freeform" mode in which there are no set goals: You can use all the props you like to build any sort of machine, and you can even increase or decrease gravity. Unfortunately, though, you can't construct a puzzle and save it for another player to solve.

Since the solutions can be surprising, *The Incredible Machine* is definitely a game where two—or 12—heads are better than one. It's also great to have somebody around when you yell "Hey, look at this!" ■ —Trip Payne

by favorably affecting their environment and defeating rival species in battle. There are 28 cards, each showing one species and the three elements (of the



seven available) that benefit it—sun, water, and five kinds of food. They begin at one end of the board; animals that survive advance to the next position, making room for new cards.

Players begin by randomly choosing 12 of the 84 element discs. One disc is placed faceup in each of the four Current Environment spaces to the right of the animals (see photo at left). Players then secretly pick two additional discs and place them facedown in any of the Evolution spaces next to the Current Environment spaces. When they are all turned up, elements that out-

number the ones in the CE spaces replace them. If all three of an animal's required elements make it to the CE spaces, that animal's strength increases, which improves its chances in battle.

At certain times, animals with none of their elements in the CE area become extinct and lose their scoring potential. Those that make it to the other end of the board earn points for the players who chose them. The player with the most points when all the animal cards have been used is the winner.

If you can muster the fortitude to wade through the overly long and legalistic-sounding rules, you will be rewarded with an unusual and satisfying play experience. ■ —Sid Sackson

STRATEGY GAME

THE RIGHT MOVES

COMPANY DIVERSIFIED VENTURES, 10701

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\$20 PPD. **NUMBER OF PLAYERS** 2 **PLAYING TIME**

30 MINUTES+



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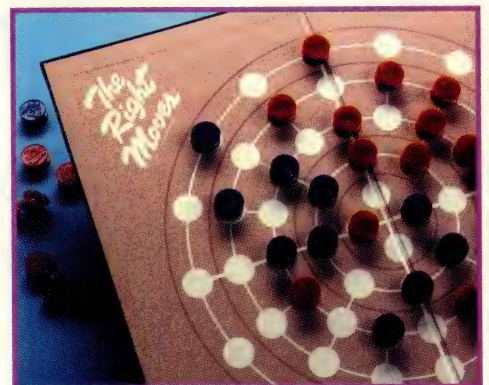
COMPLEX
SKILL

This engaging little abstract strategy game was introduced a few years ago but never got off the ground and was eventually withdrawn. Luckily for us, the manufacturer has decided to try again, this time marketing it by direct mail so everybody can get it.

Each player has two sets of identical pieces, which move one space at a time

along the paths printed on the board. An adjacent enemy piece may be jumped and captured if there's a vacant space on the other side of it. The object is to be first either to occupy all four central spaces with your pieces or to capture all but three of your opponent's pieces.

When a piece reaches the center, it gains the power to move an unlimited distance in any direction along clear paths, to change directions on the same turn, and to jump in any direction. Since promoted pieces are so mobile and so powerful, you don't want to leave them in the center, where they can become vulnerable and require defense. They're much more effectively used to trap enemy pieces, especially because of their ability to get almost anywhere on the board with a single move.




Due to the initial setup and the configuration of the paths, the two sides come in contact almost immediately, and from then on it's a tense tactical battle all the way. ■ —B.H

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THE BEST NEW PUZZLES BETWEEN COVERS by Emily Cox & Henry Rathvon

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
CROSSWORDS

 **Harper's Magazine Cryptic Puzzle Book** by E.R. Galli and Richard Maltby Jr. (Franklin Square Press, 666 Broadway, New York, NY 10012; \$9.95 spiral-bound): The first volume in a series reprinting cryptic crosswords from *Harper's*. This book covers the early years—1976-79. The servings are as tasty as ever.

Mailbox Crosswords by Mel Rosen (Running Press, \$7.95): Thirty full-size postcards, bound in a book, each with a 15 x 15-square crossword on the front instead of a picture. The cards are perforated on one edge so they can be torn out and mailed. A novel way for globetrotting puzzlers to say "Wish You Were Here."

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
WORDPLAY

 **If I Had a Hi-Fi** by William Irvine (Bantam Doubleday Dell, \$5.99): A light-hearted approach to palindromes (phrases reading the same forward and back), with one sample per page, humorously illustrated by Steven Guarnaccia. Some are old favorites (POOR DAN IS IN A DROOP), others original and funny (WE PANIC IN A PEW).

From A to Zotamorf: The Dictionary of Palindromes by Stephen J. Chism (Word Ways Press, Spring Valley Road, Morristown, NJ 07960; \$18): A scholarly approach to palindromes, with thousands of examples arranged alphabetically. Included are exotic discoveries by word-

smith Dmitri Borgmann and sublime reversible verse by Howard Bergerson.

LOGIC AND NUMBERS


 **The Man Who Counted** by Malba Tahan (W.W. Norton, \$19.95 hardcover): A Brazilian mathematician's tales of a wandering Persian with a genius for numbers. Puzzles are woven into stories with utterly marvelous elegance. It's like *A Thousand and One Nights* as retold by Asimov or Gardner. Our favorite puzzle book of the year!

Merlin Book of Logic Puzzles by Margaret C. Edmiston (Sterling, \$4.95): Logic puzzles of traditional types (mix-and-match, liar-truthteller, etc.) engagingly enlivened by Arthurian sword-and-sorcery themes.

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What's the Verdict? by Ted LeValliant & Marcel Theroux (Sterling, \$5.95): Ninety real-life court cases in which you act as judge, comparing your common-sense rulings with the

actual decisions and appeals. Surprisingly addictive.

Tantalizing Mazes by Dave Phillips (Dover, \$2.95): Thirty-six small mazes, more challenging than they first appear, as each involves a special condition (such as pegs and holes to be passed in a certain order).

Test Your Puzzle IQ by Steve Ryan (Sterling, \$4.95): Ingenious and original visual brainteasers from the author's syndicated newspaper puzzle feature.

Peter Puzzlemaker edited by Martin Gardner (Dale Seymour Publications, P.O. Box 10888, Palo Alto, CA 94303; \$12.95 ppd.): In his introduction, Gardner explains that these puzzles for children, published by John Martin between 1913 and 1933, delighted *him* as a boy—and indeed it's hard to believe that the sundry riddles and rebuses, quaint as they sometimes seem, could fail to amuse even today's Nintendo-blitzed kids.

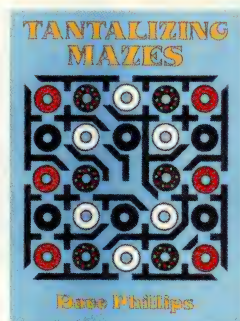
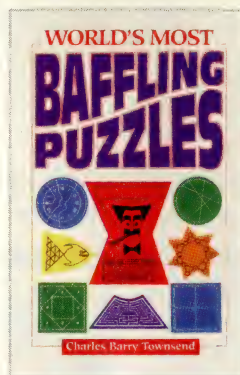
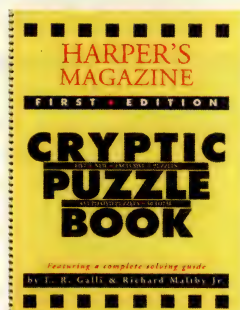
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
CROSSWORDS

 **Harper's Magazine Cryptic Crossword Book** by E.R. Gallie & Richard Maltby Jr. (Franklin Square, 666 Broadway, New York, NY 10012; \$9.95 spiral-bound): The first volume in a series reprinting cryptic crosswords from *Harper's*. This book covers the early years—1976-79. The servings are as tasty as ever.

Mailbox Crosswords by Mel Rosen (Running Press, \$7.95): Thirty full-size postcards, bound in a book, each with a 15 x 15-square crossword on the front instead of a picture. The cards are perforated on one edge so they can be torn out and mailed. A novel way for globetrotting puzzlers to say "Wish You Were Here."

Also: **The World's Most Ornery Crosswords** edited by Will Shortz (Times Books, \$11): Thirty-two favorite Ornery Crosswords from *GAMES*, each printed with a gatefold, so you can open to the Easy or Hard clues.

WORDPLAY

 **If I Had a Hi-Fi** by William Irvine (Bantam Doubleday Dell, \$5.99): A light-hearted approach to palindromes (phrases reading the same forward and back), with one sample per page, humorously illustrated by Steven Guarnaccia. Some are old favorites (POOR DAN IS IN A DROOP), others original and funny (WE PANIC IN A PEW).


From A to Zotamor: The Dictionary of Palindromes by Stephen J. Chism (Word Ways Press, Spring Valley Road, Morristown, NJ 07960; \$18): A scholarly approach to palindromes, with thousands of examples arranged alphabetically. Included are exotic discoveries by word-

garet C. Edmiston (Sterling, \$4.95): Logic puzzles of traditional types (mix-and-match, liar-truthteller, etc.) engagingly enlivened by Arthurian sword-and-sorcery themes.

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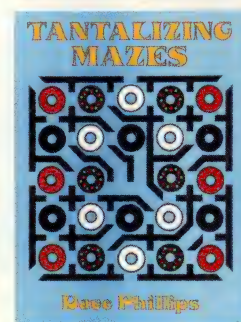
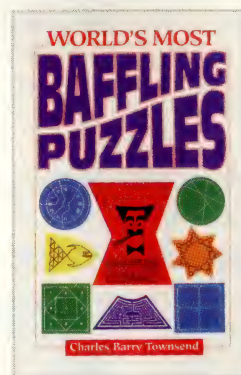
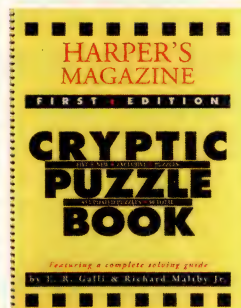
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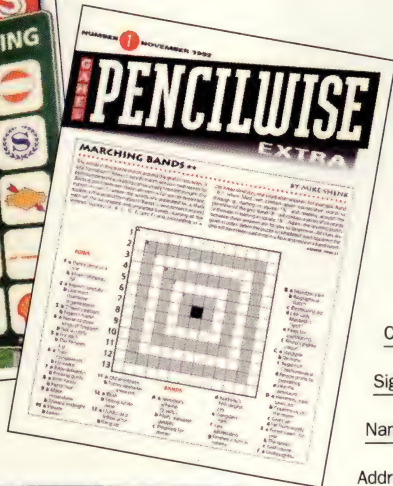
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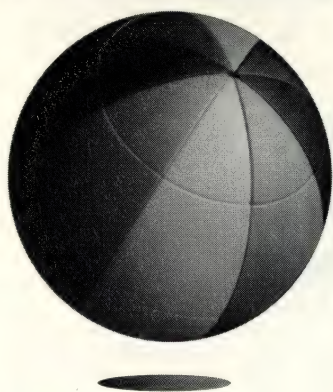
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CONTEST RESULTS

FROM APRIL HIDDEN CONTEST

More than 1,700 readers saw right through our Hidden Contest, announced in the Table of Contents and the editor's message. We hinted that the contest was in two parts that worked together. These turned out to be illustrations on back-to-back pages in Wild Cards. Page 58 included a puzzling image under the heading "Seeing Is Believing" that we said we found on a slip of paper in a book called *God's First Words*, and we asked readers to shed some light on the subject. In the Bible, God's first words, of course, were "Let there be light." If you held the page up to the light, you could see through to a TV screen illustration on page 57, where another mysterious image combined with the one on page 58 to form a message: HIDDEN CONTEST SEND US SOMETHING SEE-THROUGH.

We received hundreds of plastic bags, pieces of plastic wrap, window envelopes, letters and postcards with holes, and see-through fabric pieces. Also popular were letters on acetate or flimsy paper, homemade acetate envelopes and postcards (and one Plexiglas postcard), and messages that we had to hold up to the light to read!

But that was just the beginning. Thanks go to those who provided us with cookies in a clear plastic tray, an exotic clear lollipop with a worm inside, eyeglasses, 3-D glasses (which we've added to our collection from the recent Scavenger Hunt), clear deodorant, stockings in sheer and fishnet, and enough see-through excuses to last us a good long time. We also received a number of attractive unmentionables, one of which arrived from Canada with a customs form maintaining that the parcel actually contained an old T-shirt. One see-through teddy can be mentioned—a teddy bear cut from a plastic sheet. Another hopeful entrant sent a plastic cutout of a GAMES T-shirt.

We learned what a large plastic soda bottle looks like before it's blown (just a few inches long, and only as big around as the mouth of the bottle), that a small lab flask can double as a bud vase, how Bart Simpson appears on an X-ray, that there's a See Through Window Cleaning Company with clear business cards, that a wet T-shirt sent through the mail actually arrives wet,



and that a message in a bottle (the bottle serving as the envelope) actually gets delivered.

A few readers made their politics known, sending pictures of a prominent Democrat or Republican whom they could "see right through," as well as assorted presidential campaign promises, also from both sides of the fence. Several smart alecks told us that we were receiving air samples from their neck of the woods.

There were two items that really stood out and struck us as so deserving that we're awarding their senders GAMES T-shirts just for their ingenuity. The first was by far the weightiest entry at 15 pounds, costing Doug Howard of Hopkinsville, Kentucky, \$7.40 in postage alone. It's a see-through bowling ball put together by Ebonite, the ball manufacturer Doug works for. The company shows mock-up balls like this at trade shows and seminars so that buyers and bowlers can see through to a ball's all-important core. Doug let us know that he's been a GAMES subscriber almost since the first issue—truly a hard-core fan.

The other outstanding entry was sent by Todd Parsons of Hilliard, Ohio, who photocopied a GAMES renewal form and check onto acetate and filled it out in silver. He told us he was sure that his subscription would be renewed "as soon as my check clears."


GAMES T-shirts go to 15 other entrants chosen at random. The winners are: Mr. and Mrs. Dale Achten, Cypress, CA; Melanie Bartels, Kansas City, MO; Jerry Howard Berger, Los Angeles, CA;

Tom Clancy, White Lake, MI; Karen Halaj, Warren, MI; Shirley Harper, Kansas City, MO; Barbara Jenke, Hot Springs, SD; Don Latowski, South Bend, IN; Terry O'Rourke, Shark River Hills, NJ; Michelle Pachman, Ventnor, NJ; Jennifer Prince, Berwick, ME; Zeke Reich, New York, NY; Cheryl Richards, Monroeville, PA; Ranjit Shirkalkar, San Jose, CA; and M. Weinberg, Honolulu, HI.

—Amy Goldstein

FROM APRIL

CARTOON REBUSES

 A Dane and a Turk, Allah and God, a car and a bus, and an ear and two knees were some of the coincidentally related parts that readers worked with in the most recent batch of "Cartoon Rebuses." As always, readers phonetically combined words, letters, objects, and other items implied in the cartoon scenes to get answers that fit the categories. None of this set's 14 cartoons was a stumper, as nearly all of the 10,100 entries had all the correct solutions. These were:

1. Zucchini (zoo-key-knee)
2. Dana Carvey (Dane-a-car-V)
3. Boomerang (boo-meringue)
4. *Home Alone* (ho-Malone)
5. Buster Keaton (bus-Turk-eaten)
6. Lady Chatterley (laid-each-at-early)
7. Ross Perot (raw-spur-oh)
8. Oliver Stone (Allah-versed-own)
9. Billy Ray Cyrus (bill-ear-ace-iris)
10. *Life on the Mississippi* (lie-fawn-the-miss-a-sip-E)
11. Tiger lily (tie-girl-ill-E)
12. Bosnia and Herzegovina (bahs-knee-a-and-hurts-a-go-vena)
13. *My Man Godfrey* (mime-Anne-God-free)
14. Taylor Caldwell (tailor called-well)

The grand prize winners of \$500, whose postcard was chosen at random from among the correct entries, are Lindsay and Lexi Beach, of Bryn Mawr, Pennsylvania.

Runner up GAMES T-shirts go to: Mickey Dockwiller, Liverpool, NY; Leta Dufek, Burke, VA; Carol Eastman, Chicago, IL; Suzanne Hall, Pittsburgh, PA; Marilyn Halvorsen, Norman, OK; Joan Hoffman, Floral Park, NY; Paula Ingram, Barberton, OH; Jack McGough, Seattle, WA; Cyndi Reiter, Brigantine, NJ; and Carol Steiner, Norton, OH.

—Peter Gordon

"Legal Underwear?"

Answer starts with **B**

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WILD CARDS

WORDPLAY

FOR THE DOG DAYS

Each of the clues below leads to a two-word rhyming answer in which one of the words is a breed of dog. The number in parentheses indicates the number of syllables in each word. For example, the clue "Stylish little Chinese dog (1)" would lead to CHIC PEKE. Only Sirius solvers will get all 10.

1. Law-abiding dog like Snoopy (2)
2. Absent-mindedly drawn picture of a French dog (2)
3. More jolly Scottie (3)
4. Perfumed sled dog (2)
5. Person who strokes the fur of an Irish dog (2)
6. Characteristic of a droopy-eared hound (2)
7. Streetcar that carries dogs like Lassie (2)
8. Irresponsible little Mexican dog (2)
9. Overconfident dog with a snub nose (1)
10. Spiced German dog (2)

—Amy Goldstein

LIST DEPT.

CREATURE FEATURES

The names of animals have appeared in the titles of many movies, including some that have had little or nothing to do with the animal itself. For how many different letters of the alphabet can you think of examples in which animal names beginning with those letters have appeared in the titles of films? For example, "A" could be *Planet of the Apes*. "B" could be *The Birds*, *The Love Bug*, *Raging Bull*, or *Butterflies Are Free*, among others. Plurals are fine, but the animal name must stand alone, so *Batman* and *Beetlejuice* wouldn't count. Movie experts should get at least 15 more letters. Our answers list movie titles with animal names starting with every letter except Q, U, X, and Y.

—Mark Danna



TEASERS

REDUNDANT WORDS

A redundant word is one that can be divided to form two words, both of which mean the same as the original word. PUSSY-CAT is an example, since both PUSSY and CAT mean PUSSYCAT. We can think of two other redundant words. In one, the shorter words begin with O and M, and in the other, the short words start with T and C. Can you think of either of them?

—Mildred K. Henderson

NUMBER PLAY

C-IN-C SUM

Each of the letters in the addition problem below represents a different digit from 0 to 9. Using math and logic, can you crack the code and find the unique solution?

$$\begin{array}{r} \text{CARTER} \\ + \text{CLINTON} \\ \hline \text{LINCOLN} \end{array}$$

—Sidney Kravitz

LOGIC

A QUESTION OF AGE

At the annual family picnic, Aunt Jane and Aunt Ida are watching their seven nieces and nephews playing tag.

"I hate to admit it," says Jane, "but I can never seem to recall their individual ages. Barbara is one of the triplets, I know that. And Cleo is twice as old as Edward, isn't she?"

"Yes, she is."

Aunt Jane sighs. "They grow up so quickly. Two years ago, Arthur was the same age as Georgia is today. Now he's twice as old as Cleo was ten years ago. He's three times as old as Darla, too."

"True, but don't forget that Darla is only half as old as Francine, and that Arthur is younger than Cleo."

"Silly me, I had forgotten that! Then it's perfectly clear how old each of them is, isn't it?"

"Of course, dear."

How old is each child?

—Bob Stanton

HALL OF FAME

ON A FIRST NAME BASIS

Sure you know who Lewis & Clark are, but given their first names, Meriwether & William, would you have been able to identify them? The 15 pairs of names below are the first names of well-known duos. How many can you identify?

1. Paul & Art
2. George & Gracie
3. Bud & Lou
4. Gene & Roger
5. Richard & Oscar
6. Stan & Oliver
7. Chet & David
8. Dan & Dick
9. Alfred & Lynn
10. Bob & Carl
11. Daryl & John
12. William & Virginia
13. William & E.B.
14. Jerry & Anne
15. Nicola & Bartolomeo

—Sandy Fein

edited by peter gordon

TEASERS

VOWEL PLAY

What common one-syllable man's name can be changed phonetically into six different women's names (one of which is a nickname), simply by changing the vowel sound?

—Peter Gordon

WORDPLAY

STATE FARE

By combining consecutively the standard two-letter postal abbreviations for the U.S. states, you can create words that fit the definitions below. The numbers in parentheses indicate the lengths of the words. Getting 10 or more correct is OK; 18 or more is, DEAR ME!, quite good.

1. Atlanta-based soda company (4-4)
2. Pink skin lotion ingredient (8)
3. "Semper fi" guy (6)
4. Space Invaders, Asteroids, or Pac-Man, for example (6,4)
5. Dynasty star ___ Sue Martin (6)
6. The most widely spoken form of Chinese (8)
7. 1982 Best Picture starring Ben Kingsley (6)
8. Relating to a tropical disease (8)
9. Nearly extinct California vulture with a 10-foot wingspan (6)
10. Character-testing experience (6)
11. Wool-bearing South American animal (6)
12. Supersonic aircraft (8)
13. Cooked squid (8)
14. Amaretto flavoring (6)
15. Enter a country forcefully (6)
16. Red China, to Taiwan (8)
17. May Day? (8)
18. French mathematician Blaise, who has a computer language named after him (6)
19. Having blossoms (6)
20. Place where anthracite is dug up (4,4)
21. Country that borders Mozambique, Tanzania, and Zambia (6)
22. The largest moon of Jupiter (8)

—Anita Cox

"Cave Chandeliers?"

Answer starts with **S**

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WORDPLAY

ELIMI-NATIONS

Each of the eight words in Sets I and II below is an anagram of the name of a nation with one of its letters eliminated. For example, TIARAS is a rearrangement of AUSTRIA with the U eliminated. The eliminated letters in each set, taken in order, will spell an eight-letter word that is itself a scrambled name of a nine-letter country with one letter eliminated. Can you determine the two final countries?

Set I

1. Airy
2. Nodal
3. Romance
4. Farce
5. Aerial
6. Candle
7. Ring
8. Agenda

Set II

1. Inch
2. Angels
3. Aisle
4. Looming
5. Avail
6. Raze
7. Weeds
8. Type

—O.J. Robertson

TEASERS

SAVINGS COUNT

Ursula, Donna, and Nancy wanted to go on vacation together. They decided at the start of a new year that one of the three should save \$10 each day. They numbered the days, starting with 1 for January 1, all the way to 365 for December 31. They then divided the days into three categories: Uppers, Downers, and Neutrals. Uppers were days whose numbers had digits increasing from start to finish (e.g. 12, or 258). Downers had digits decreasing from start to finish (e.g. 30, 72, or 321). All the remaining days were considered Neutrals (e.g. 8, 77, or 341). Ursula put aside \$10 every Upper day, Donna did the same on Downer days, and Nancy chose Neutral days for saving her money. The three friends started their vacation on the day that each of them had saved the same amount of money. Can you determine how much they had saved and when they left on their trip?

—Guney Menten

CARDS

TEASERS

TIME FOR A CHANGE

On a digital clock that uses the numbers shown below, the number of diodes lit at 3:48 is 16. One minute later at 3:49, 15 diodes are lit, for a change of 1 diode. One minute later at 3:50, 16 diodes are lit again, for another change of 1. At what time does the number of lit diodes change the most?

0 1 2 3 4
5 6 7 8 9

—Henry Hook

WORDPLAY

O-MISSION

The blanks below can be filled with words, one letter per dash, to form longer words. In each case, the short word ends with the letter O, and is a slang form of the longer word. For instance, ___ GRAPHY could be completed by adding BIO, the short form of BIOGRAPHY. How many can you identify? If you get 14 or more correct, consider yourself a puzzle ___ FESSIONAL.

1. _____ CEROS
2. _____ DUNCTION
3. _____ GRAM
4. _____ GRAPHER
5. _____ GRAPHY
6. _____ MANIAC
7. _____ MINIMUM
8. _____ MOBILE
9. _____ NNAISE
10. _____ NSTRATION
11. _____ NUCLEOSIS
12. _____ PATH
13. _____ PHRENIC
14. _____ POTAMUS
15. _____ RMATION
16. _____ SITION
17. _____ THEQUE
18. _____ THERAPY
19. _____ THER
20. _____ USINE

—Stephen Sniderman

"Game Show Excitement in a Box?"

Answer starts with

O

(Turn to inside back cover)

Had it up to here with puzzles that are too easy?

TRY



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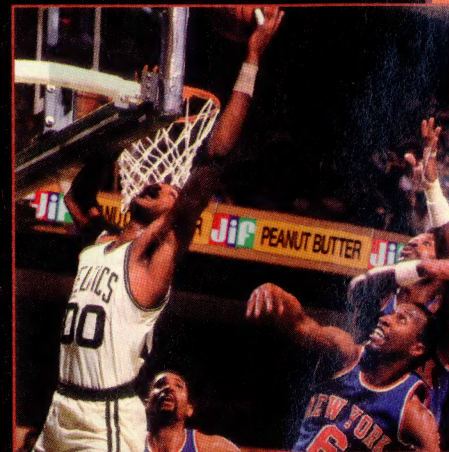
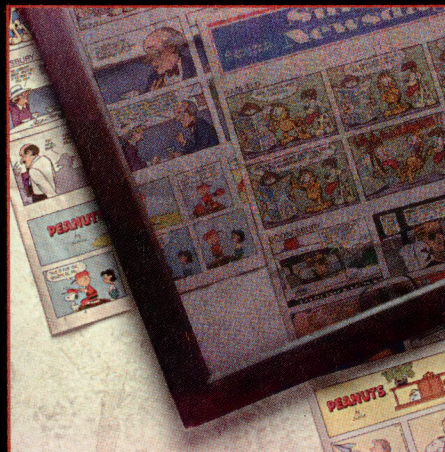
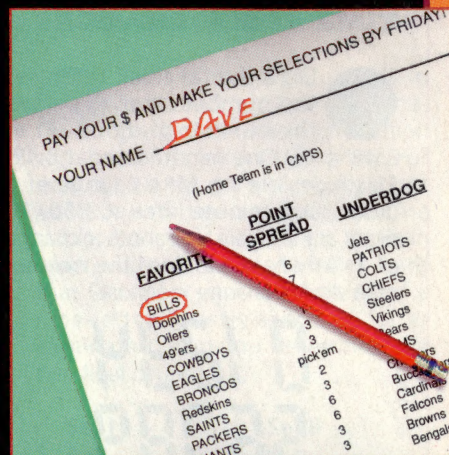
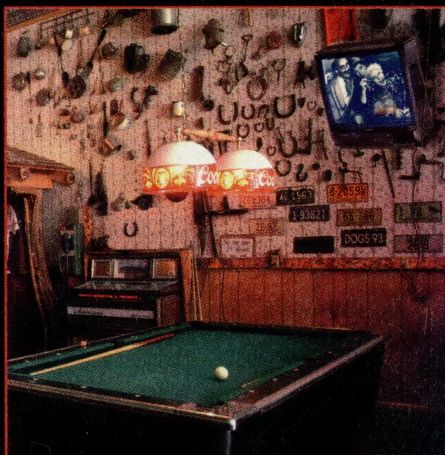
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Pic-Tac-Toe

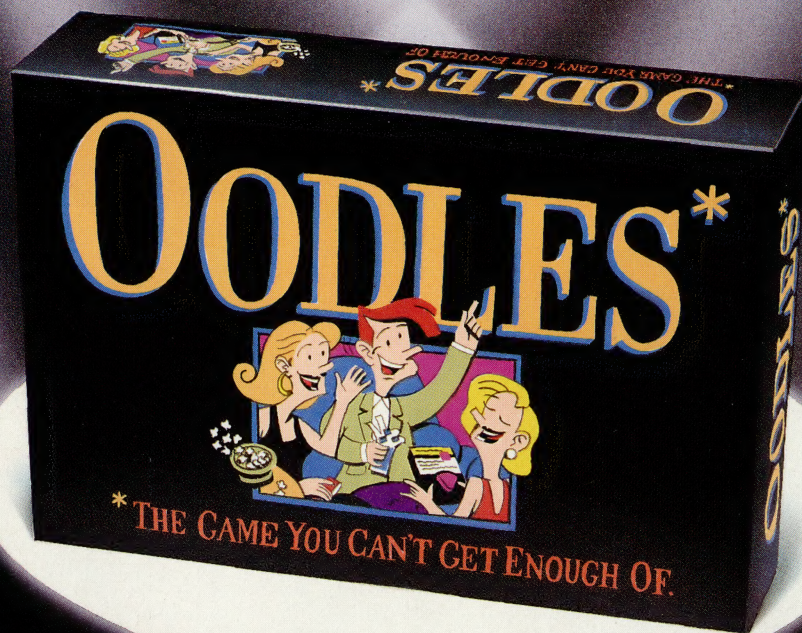
★★
BY MICHAEL AUBORN



It's been six long years since the last Pic-Tac-Toe appeared in GAMES—six years of fruitless searching for another one good enough to print. If you've ever tried to create one, you'll understand why we had to wait so long!
Can you find the unique theme that links the three pictures in each row, column, and corner-to-corner diagonal?

ANSWER, PAGE 43

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about "A sea god, or the 8th planet," (Neptune), or "Rope required for neck stretchings," (Noose). So if you're looking for a totally entertaining evening, entertain with Oodles. It's like having a game show in your home—without commercial interruptions.

Answers: Stalactites. Briefs.

Game Show Excitement in a Box

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